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# AMIGA ACTION

**The clock is ticking...**

## CAPITAL PUNISHMENT

**Stunning new  
beat'em-up**



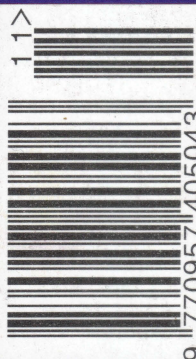
COVERDISK

### THE TREASURE OF TUTANKAHMUN



Charlie returns to  
unravel the mysteries  
of Ancient Egypt!  
Amazing platform fun!

AMIGA  
ACTION  
NOVEMBER 1996



ISSUE 88 NOVEMBER 1996  
£4.50 HFI 20.00 OVERSEAS  
£4.50 as well..



**Also inside: Alien Breed 3D2 plus much more**



There may only be one disk on the front of the magazine this month but it's not all doom and gloom here at AA! Oh no! This disk is of such stupendously high quality that none of the massive editorial team have been able to tear themselves away from it all month! Unfortunately this has led to a significant decline in the quality of the written content of the mag because, quite frankly it was rushed at the last minute. Someone suddenly realised that the deadline was only a few days away and we hadn't even started to think about what was going in the thing. So there you have it, but we're sure you won't be that bothered. You only buy us for the disks anyway (or in this case, disk), after all, why else would you pay the best part of five quid for it?

## Cover Disks





# Charlie the Chimp *and* the Treasure of Tutankahmun



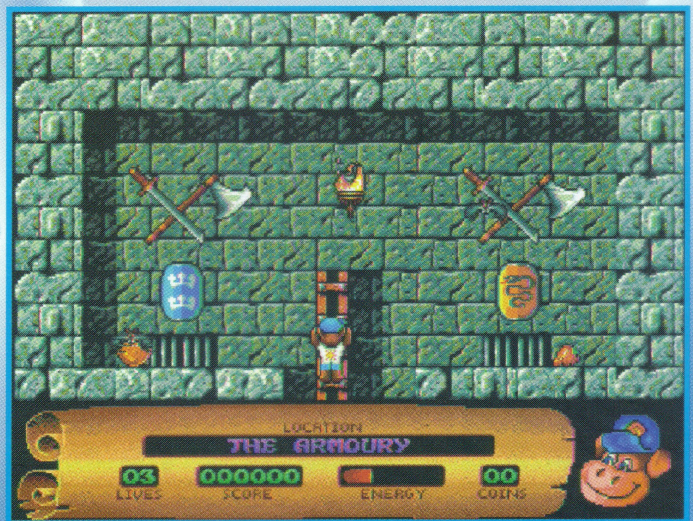
## All Amigas

Now look readers, don't go blaming us (the editorial team that is) for the fact that there's only one coverdisk on the front of Amiga Action this month. You're bloody lucky to even get that I can tell you. Far be it from us to say that the Amiga's dead or anything but if we didn't know better we'd be listening to all the signs which are pointing quite categorically to that fact being true. No one's bringing out any decent games any more, so there's no decent demos and therefore no commercial demo coverdisks. What can we do? Reduce the price you say? Well, we could do I suppose but you see we have these budgets that we have to meet and we plan finances a long time in advance, so it'd bugger things up quite badly if we started to slash the price willy nilly now wouldn't it. That leads us to the harsh reality which we now all face. We can only realistically fill one disk each month with something good so that's what we've chosen to do, rather than put a second one full of dirt on. All we can say is thank heavens for Brian Bell and his company, BPM Promotions who

keep churning out the goods and, basically, for the last few months has been keeping the machine going singlehandedly.

This month we offer you the latest in the line of adventures starring that lovable chimp funster Charlie, who, fresh from his Christmas capers and any of the others we've featured is now attempting to uncover the Treasure of Tutankahmun. It's along the same lines as the others (well, it's pretty much identical actually) and is an adventure very much in the mould of the Dizzy series. It involves you hammering around various flick screens picking up objects, avoiding nasty enemies and solving puzzles (along the lines of 'ooh, there's a locked door on this screen, I wonder how I open it? Could that key lying

**FULL GAME!**





# Cover Disks

handily on the floor have anything to do with it I wonder?'. You know the sort of thing). It does get quite tricky later on though so you'll need your wits about you if you're to avoid the enemies and think what you need to do next. Loading the disks is done in the usual way of just bunging it in and turning on the power after which

the disk will autoboot and in a few seconds the instructions you need will begin to appear on the screen, at which point you can choose to either read more detailed gameplay instructions or just dive right on in to the main game!



## Also from BPM

This isn't going to be available on a coverdisk but further information is available on Soccer Sensible if you contact BPM direct on the number or address supplied when your demo disk loads up. I haven't actually looked at it yet (I'll load it up in a bit to take a few screenshots I suppose) but it does actually sound intriguing if nothing else (I'm sure Sensible Software will be very intrigued at least).

What's occurring here is a footy quiz game in which you have to answer questions on the round ball game in order to score goals. The graphics (which you'll be able to see very close to this text as long as the artist doesn't freak out and go all creative) are a total rip off apparently and depending on how malicious Jon Hare and the boys down in Cambridge are feeling a solicitors letter could well be winging its way 'across the water' in the very near future.

It all looks good fun to me though. If only my knowledge of football stretched further than Maine Road then I'd be in with a chance!

## Duff Disks

If you put 'em in the drive and joy is not forthcoming, If the light's not on and the drive's not humming, Then there's no real need to bother and there's no need to despair, 'Cos all you need's another and we're going to tell you where You can get it. Oh yes, you can it

Write off to **TIB** at **TIB House, Edwards Street, Eleven** is the number and you're gonna find it treat, When on your mat one sunny morning there is heard a hearty plop And you realise the posty's made a most important drop From **Bradford**. Yes Bradford, in **West Yorkshire**



## Reviews p10

### Alien Breed 3D 2 ..... 6

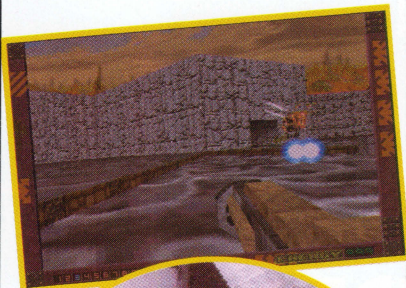
The eagerly awaited sequel to the inexplicably popular Doom clone gets the once over

### Capital Punishment..... 10

Never seen it myself but apparently it's quite a good beat'em-up. Some bloke came all the way from Canada with it!

### Classic Review! ..... 18

Continuing the foreign theme this is another pseudo Doom clone from erm... mumbo jumbo land

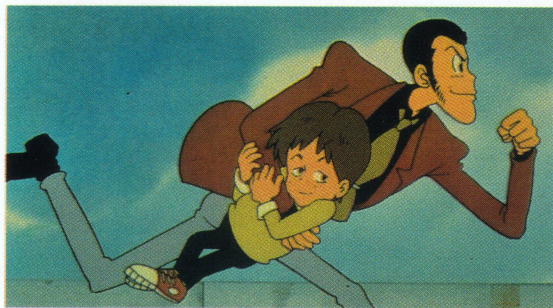


## News & Competitions

**p16, p20, p32 & p34!**

It's again a bit barren on the old news front but we've packed the maga again with top things for you to read and win! There's some **Manga**

**videos** up for grabs, along with more copies of **Valhalla** and the **Fortress of Eve** and **Bograts** to be won. And finally we've got a superb **Word to the Wise Special** in which media whore Jay Sharples tracks down top celebrities and asks them for some words of wisdom. Stars featured include **George Peppard** (probably), Jack Duckworth and **Mrs Slocombe**!



## Not So New Feature!

### Dead Celebrity Game Guides p26

The youngsters among you probably won't remember him, but Johnny Weissmuller made Tarzan into the legend he is today. And being a top bloke he agreed to rise from the dead and star in our increasingly popular series of game guides. And he's a bloody sight more pleasant than that Leonard Rossiter too! Blimey, what a whinger he turned out to be. Just like on the telly actually



Umgawa!

## Game Guides

### Ultimate Soccer Manager p22

Dredged from the depths of the all powerful DAT machine is the first of two in demand guides, this one for the amazingly popular Impressions footy management game, Ultimate Soccer Manager. Should help you rise from Alan Ball like status to that of a Kenny Dalglish or Kevin Keegan

### Bloodnet p24

We're not actually sure whether this came out or not in the end, but we quite liked it anyway and I'm sure some of you pirates managed to get hold of a copy so here's our complete and unabridged solution to it once again, reprinted from the legendary issue 72!

## Coverdisks p2

### Disk 1

#### Treasure of Tutankahmun

That lovable rogue Charlie the Chimp returns, this time in search of the long lost treasure of ancient Egyptian king Tutankahmun. It's along the same lines as the others admittedly but here at AA we just never tire of Charlie's cheeky smile and unique brand of gameplay so as long as we keep going you'll keep getting dirt like this!

### Disk 2

#### Invisible Game!

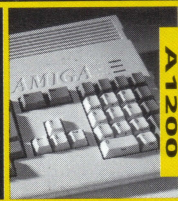
This month's second disk is a bit special. It's so special in fact that only really clever people can see it. If you're particularly stupid you may be under the impression that there's only the one, but if I were you I'd keep it quiet, because if you don't everyone will know immediately just how thick you actually are, and we wouldn't want you to suffer that!



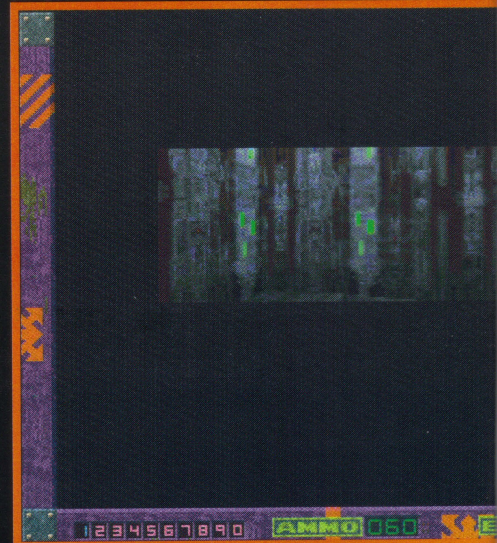


## ACTION REVIEW

### SHOOT 'EM - UP



You know that bit at the end (you will soon enough) where **ANDY MADDOCK** says buy a PC, well, that's his view so all complaints should be directed at him!



# Alien Breed 3D 2 -

The Killing Grounds has been hyped quite a bit with word flying about that it will be so much better than its Doom competitors. However, the whole Doom scene appears to have died down and Gloom, Fears and Breathless have pretty much dispersed and have past. This may explain why The Killing Grounds was delayed around 3-4 months.

When AB3D 2 finally arrived I was quick to install it and as the game began I did feel unbelievably disappointed.

The Amiga games scene has been at its worst and there's no escaping the fact although it has a taken effect on me personally as I have become very sceptical as many games have come into the office only to end up in the bin as they are not even worthy of a review. This has been the story for quite a few months. Although,

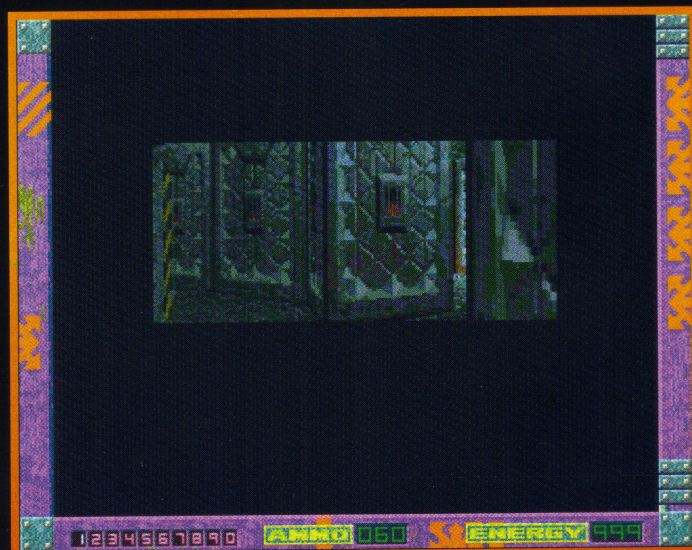
admittedly there have been one or two decent games which managed to hold my attention for a few minutes at least.

Anyway the question on everyone's lips is "Is this the best Doom clone on the Amiga?"

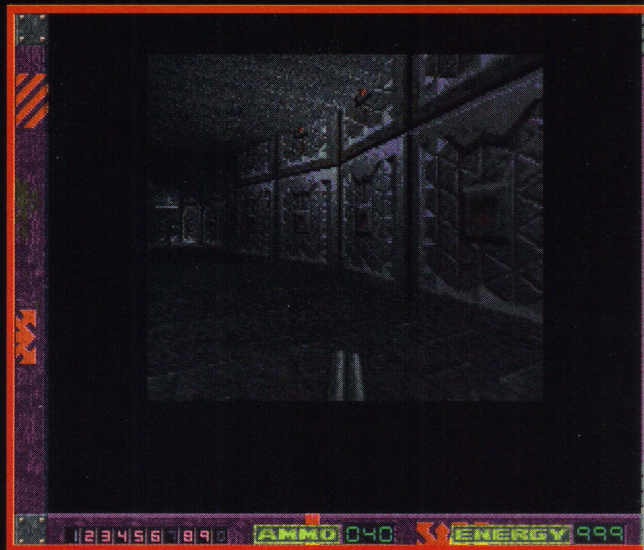
The game comes on a whopping five disks with an included for either the 2MB or 4MB version. So if you do want to upgrade to 4MB then Alien Breed will happily comply without any unnecessary expense. From past reader survey's I noticed only a small percentage of Amiga Action's readers owned accelerators so it looks like you'll be playing the rather poor 2MB version. If you do want to upgrade then you can fill in the form for an offer with Blizzard, manufacturers of accelerators, which comes in the box and all you need to do then is write a cheque for only £559.95, and you can almost get your £30's worth. The major problem for

unexpanded or, if you like, 2MB owners is that you won't be able to use the editor. At least that might make owners make the push to purchase more memory or an accelerator. But if you can't afford one like many people then it's tough I'm afraid. Having said that, this version is much faster and I'd rather have speed than graphics anyway.

Also with the unexpanded version, you have to concede all the floor textures, weapon graphics and just about all the graphical atmosphere, it ends up looking like a very bad version of Gloom. Even though the same game is hiding behind the dire look it still makes it still makes it more playable than the 4MB which is juts littered with good graphics and no speed. It's not even better than the first Alien Breed 3D, And here's me thinking this is







# The Killing Grounds



supposed to be a sequel. At first I played the 4MB version of Alien Breed 3D 2 on a 060 with 6MB and I couldn't play it full screen. It was far too jerky and I resorted to play with a half-screen turn and the lighting effects off just so I could run it at a fairly decent speed. I still have no idea why

a full-screen mode was included as its totally pointless.

Oh, and it'll be even worse when you play the 2MB version as it's even worse than the first Alien Breed because the floor textures are all missing, it's in the lowest resolution and all the decent lighting effects are gone. So what have you got. A bad version of Fears - that's what it is.

To add insult to injury, the HD installation for the 4MB version refused to work on our A1200 and A4000 although the 2MB version decided to work fine. The monsters are supposed to have some intelligence although how you can call being cornered and continually blasted from all angles from about 10 dense robots intelligent is beyond me. They're not even intelligent enough to work out how to open doors (sounds a bit like Andy Sharp to me).

Overall the game is only just about above

average. The graphics do not make up for the speed in any way and when you turn off the lighting effects and shading then you end up with a fast game with absolutely no atmosphere whatsoever.

I know they'll be Amiga gamers everywhere who will disagree with me but as I played it solid for days nothing will make me forget the smirks I received from the PC department as they loaded up Quake and Duke Nukem. The two games just overshadowed it completely. Oh, just buy a PC for God's sake!

## THE LOW-DOWN

**PUBLISHER** Team 17  
**HD INSTALLABLE** Yes  
**PRICE** £29.99

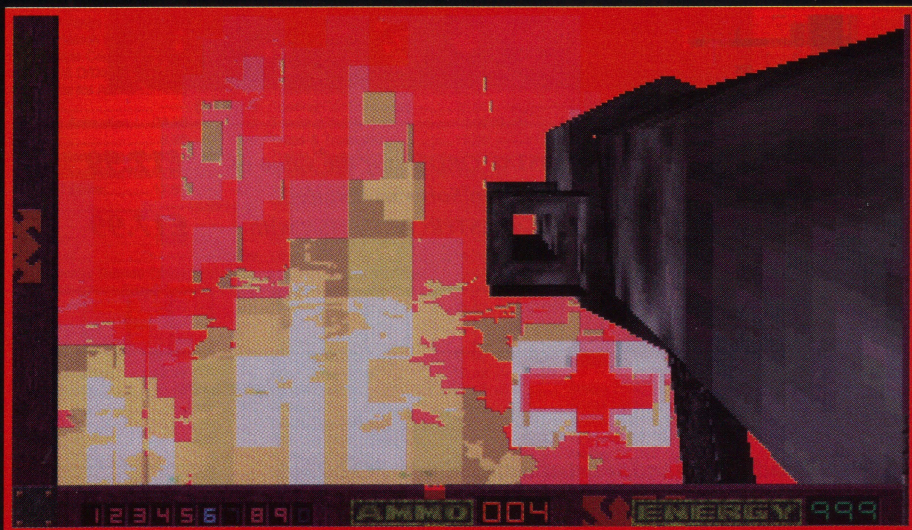
### 4MB VERSION

<b>GRAPHICS</b>	89%
<b>SOUND</b>	78%
<b>PLAYABILITY</b>	76%
<b>OVERALL</b>	77%

### 2MB VERSION

<b>GRAPHICS</b>	74%
<b>SOUND</b>	72%
<b>PLAYABILITY</b>	82%
<b>OVERALL</b>	80%

**REVIEWED BY** ANDY MADDOCK





# Exclusive Reader Offer

It's a dry barren wasteland out there in the Amiga games desert these days. Many a hardy adventurer has fallen by the wayside in the long and arduous search for an even half decent game, while plenty of others have stumbled across a handy railway station and boarded the first train to PC City.

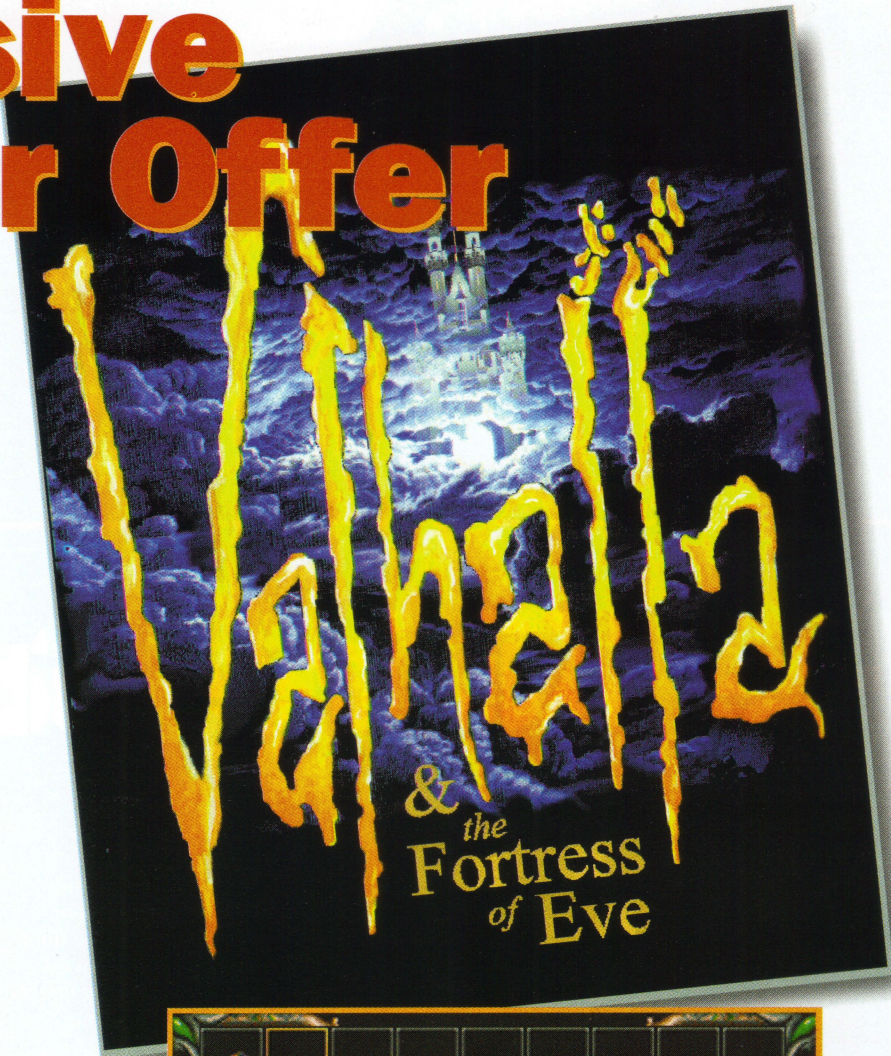
The lucky ones though found the game oasis that is the Valhalla series - guaranteed to quench the thirst of even the most dehydrated, journey weary players. Tough, enjoyable and dangerously addictive the games have always scored well in the hands of reviewers who know what they're talking about and almost everyone who's ever picked up a joystick and taken up the quest has played the game to it's distant conclusion.

Well, with the advent of part three - The Fortress of Eve, Amiga Action and Vulcan Software have teamed up again to bring you an exclusive reader offer! Valhalla 3 will never be available in the shops so the only place you can get it from is through us.

If you're not convinced of its worth read the review, play the cover disk then get your chequebook/credit card out and fill in the form below. Then, in no time at all you'll be able to immerse yourself once again in the world of Valhalla.

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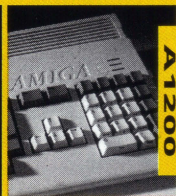
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# ACTION REVIEW

## BEAT'EM-UP



Join **ANDY MADDOCK** as he gets over excited about an Amiga game. The rest of the team feel he should get out more but he's having none of it sadly!

Around five or six months ago I remember someone telling me about this brand new fighting game which was called "Capital Punishment". I had yet to see what the game was all about and why it was attracting so much attention. Being naturally sceptical about "good" fighting games on the Amiga, I just carried on playing Sensi Soccer, as usual.

Anyway, along it came after a few months. I immediately loaded up the demo and after a few bouts of fighting action between two identical characters I was really impressed. The graphics were its strong point and they really stood out. The most important aspect was that it actually played really well, OK, so there were a few bugs and glitches knocking around but they were forgiven, it was only their first demo.

My main reservation was that I had seen many companies start off with a decent demo of their game and they inevitably get bored, lose all their money or just bring out an absolutely poor version with no extra additions.

It was finally decided, after many weeks of speculation, that clickBOOM themselves would publish it and that was the last I heard about it until they announced the game was finished and would be out on the 13th of September.

I think the first point I should mention is that the game requires a hard drive with

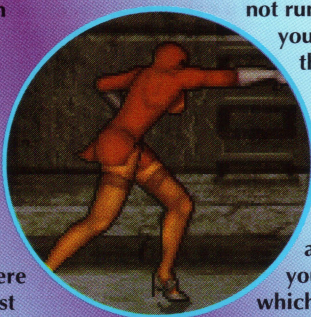
around 15MB free to install the game. It will not run off the floppy disks, so save yourself a lot of time by only buying the game if you have a hard drive.

Also, Capital Punishment will run on an unexpanded A1200 but FastRAM is recommended. So that's the technical bit out of the way.

When the title screen appears amidst a booming dance track you realise the amount of options which are at your disposal. Firstly there's the usual Player versus Amiga mode

or Player versus Player which comes with all fighting games although as you toggle between the game modes there are leagues, tournaments as well as a huge Epic story battle mode.

There is an evil Emperor by the name of Qwesul who wants to take over the skies from the Gods. Just before Qwesul was to take over the Earth, the Gods reincarnated you, the great warrior to put an end to Qwesul's evil tricks. The only problem is that Qwesul is protected by his guards who are also great warriors reincarnated to stop you. Your job is to dispose of these



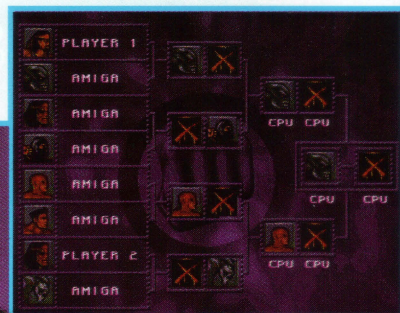
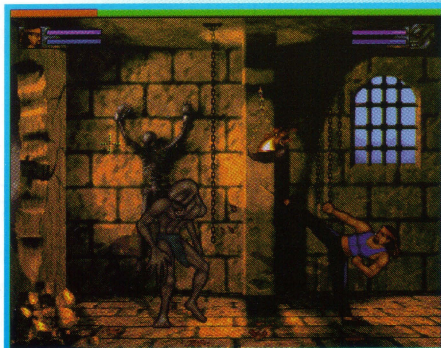
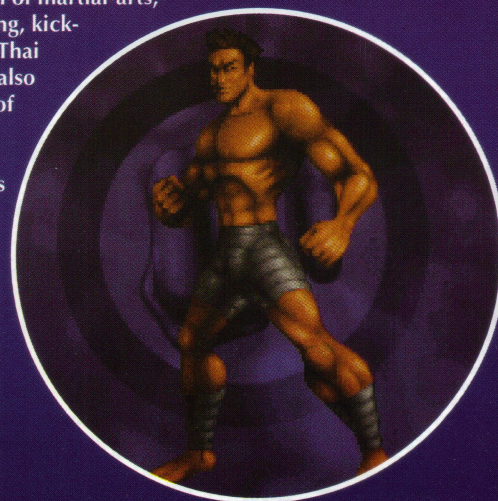
## The warriors

Each character has its own history and personality, but you can probably work that out just by looking at them. Although to be truthful, all four of them were killed under suspicious and unexplained circumstances.

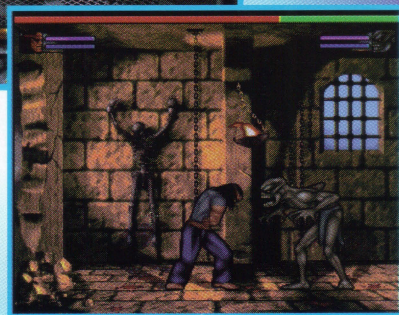
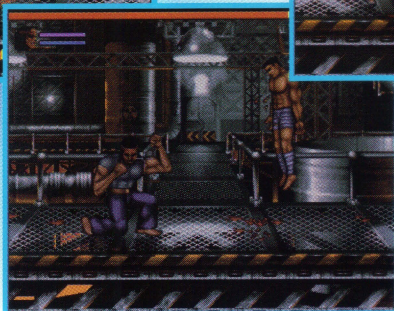
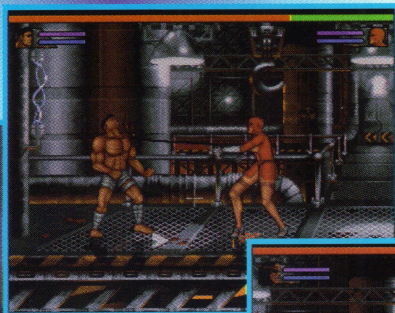
They were all brought back to life by the evil Lord Qwesul who has planned to take over the skies from the Gods. The Gods brought back to life the four characters to dispose of Qwesul and put an end to his evil plans so lo and behold, the four characters...

### Corben Wedge - killed 1996

The big muscle bound character uses a strange combination of martial-arts, street-fighting, kick-boxing and Thai boxing and also the winner of numerous illegal tournaments of death where only one fighter can survive.



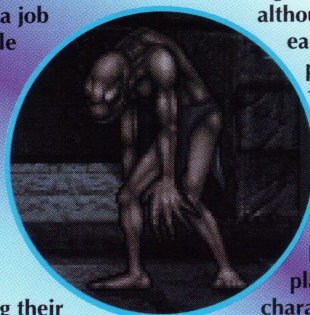




# Punishment

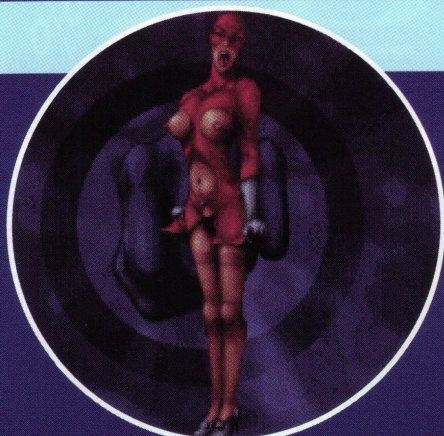
characters amongst others before reaching Qwesul himself. It's a job that only the most skillful, agile and the most powerful of warriors can even attempt. And you have been chosen.

The Tournament mode is split up into rounds and basically the winner progresses to the next round until there is only one player left. Eight human players can take part, each one controlling their chosen character for each bout.



The League mode is pretty much the same although you will gain points for each win and at the end, your points are totalled up and the one with the most points wins. Simple.

To add some variety into the game there is what's called a "Posse" mode which is basically a tag-team mode. For example, two human players can select two characters each and toggle

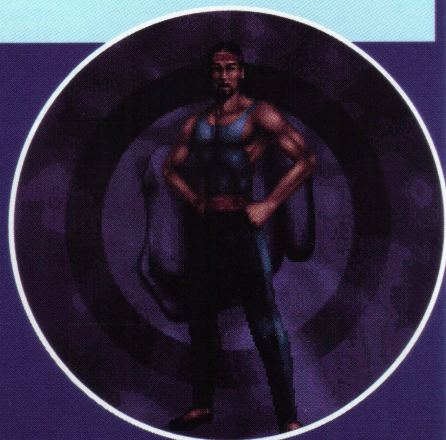
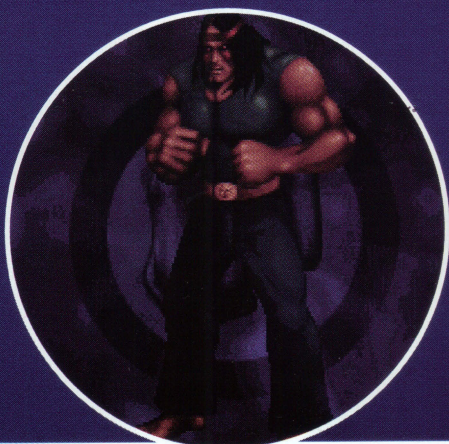


## Demona - killed 2003

Demona, the rather popular female character is the only warrior to use a weapon. Nobody knows her real name and received her rather apt nickname purely because of her volatile temper. She also likes to dispose of her opponents using a large whip.

## Wakantanka - 1356

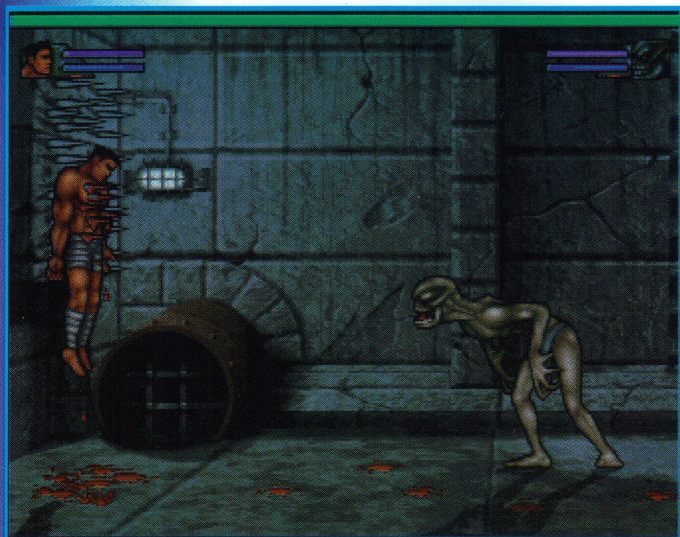
The biggest warrior in the game hails from an ancient Indian tribe and was easily the strongest fighter. He was the first warrior chosen by the Gods solely because of his extreme power.



## Sarmon - 1822

Sarmon looks like and used to be a sailor. By travelling all over the world he learned many new combat techniques. He was granted immortality soon after Wakantanka was killed.





between the two when your energy rating begins to run low. There are many different stages to fight in, each with their own graphics, special features and music. The first is the Sewer whereby the sound of running water can be heard and with rather dangerous spikes situated in one corner makes this one of the most exciting as both players will intend on staying as far to the right as possible.

The spikes do not come out all the time, only when one your energy is low. So it always looks good to finish your opponent off with an uppercut which sends him into the air only to be impaled on the way down. There are three other levels which deserve a mention, although each one is excellent. The factory level which has bolts of electricity frazzling anything that gets near it and a hook which continually moves side to side which you can easily land on if the timing is correct. It's always there too, as soon the level starts one swift uppercut via the hook can win the match.

The other levels are just graphically outstanding with either fog, mist or thunder and lightning effects. The work that has gone

into the graphics is certainly committed and this is partly what makes Capital Punishment one of the greatest games ever.

The game itself is packed full of playability and presents enough challenge for expert gamers. The first Alien-like beast seems absolutely impossible to beat, although when you work out a strategy to win, you will be able to trounce the enemy into oblivion everytime you begin.

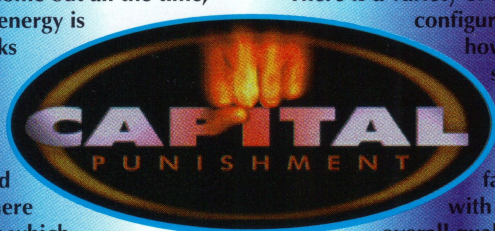
There is a variety of options too. You can configure the game either to how you prefer or to something similar to either Body Blows or Mortal Kombat. Fans of both these cannot fail to be impressed with Capital Punishment's overall quality.

You can alter the game so that either the two opponents can pass each other, the characters face each other when one of them is fatigued, there is a screen limit so the characters cannot wander from out of view and you can alter basic things such as time limits as well as how many bouts you want to fight.

The energy system is quite complicated as there are three different types, you can either use energy like any other game such

as Mortal Kombat whereby when you get hit your own energy reduces or a tug of war where you have to fight to win back energy you lose and finally a mix of the two.

Capital Punishment is one of the finest games on the Amiga. The graphics and presentation are outstanding and the playability is second to none. It's easily the best fighting game on the Amiga.



## THE LOW-DOWN

**PUBLISHER** Click BOOM  
**HD INSTALLABLE** HD Required  
**PRICE** £29.99

<b>GRAPHICS</b>	96%
<b>SOUND</b>	95%
<b>PLAYABILITY</b>	93%

## OVERALL SCORE

# 95%

**REVIEWED BY** ANDY MADDOCK





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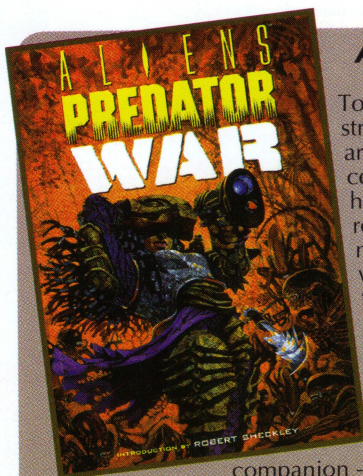
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# Get a li

**This month, Amiga Action's pulsating lifestyle section pumps wildly with an awesome selection of graphic novels and comic book goodness. Come join us for the non-games related ride of your life! Phew eh readers!**



## ALIENS VS PREDATOR: WAR

To celebrate the fact that good old Sigourney Weaver is strapping on her dirty vest once more and romping around the galaxy popping alien pods left, right and centre with the new Aliens IV movie - yes, it's really happening! - Titan Books are releasing numerous Alien related graphic novels into your bookshop over the next few months. First to be released is AVP:War, which pits the two Hollywood extra-terrestrials head-to-head in one chunky lump of pure pulp goodness. A distress beacon is sighted coming from a supposedly abandoned world and as usual, the marines are sent in to check it out. Meanwhile, the Predator space craft is on a hunting mission nearby and is not only captive to a hostile alien queen, but the ship's other special passenger is their latest hunting companion - a human. Needless to say things start to go pearshaped for everyone involved and the human Predator is forced to choose between the different ways of life as well as trying to save her own butt in the process! This classic tale from Robert Sheckley comes complete with a bonus AVP mini series, Duel plus a selection of cover art supplied by Richard Corben and Chris Warner and the whole bundle will set you back a mere £12.95. Which ain't bad when you think about it.

**Titan Books  
OUT: Now!**

## ALIENS: OUTBREAK

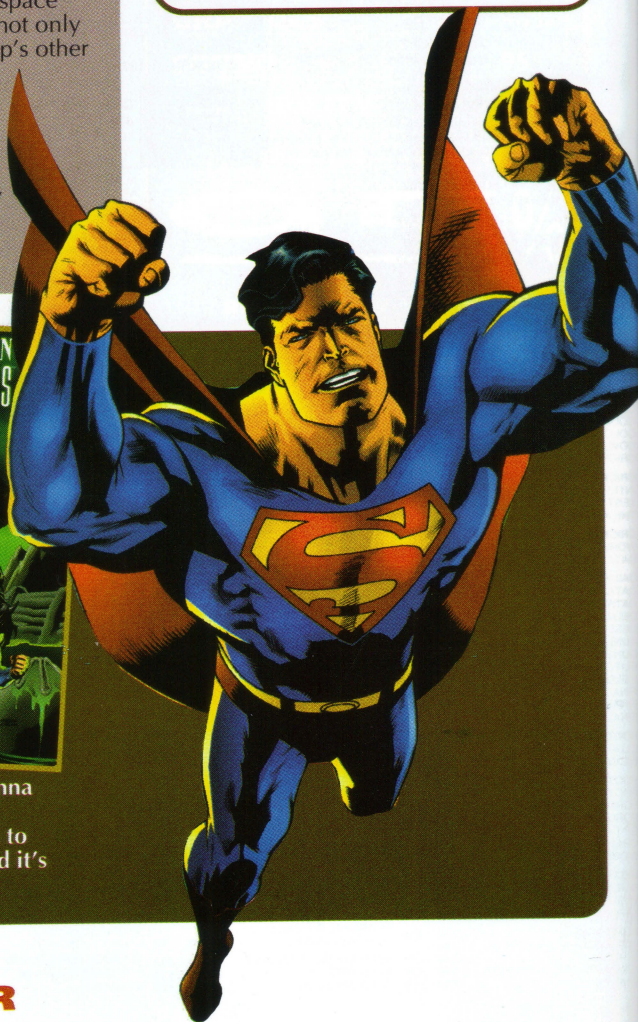
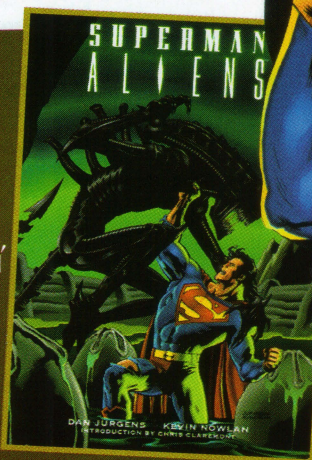
This beauty first appeared way back in 1990, in black and white and managed to shift over 25,000 copies leaving Titan Books all out of stock of this most excellent novel. Now, it's 1996 and a brand new edition of Outbreak is soon to become available. This time around, the text has been updated to make sure it fits in more accurately with the Aliens movies, plus not only is there a new cover, several new gallery pages, a new foreword and introduction by Mark Verheiden but the whole caboodle has been coloured in! Yes, this new full colour edition is out to buy soon, costs around £11.99 and looks set to sell as many copies as the original - especially when all the Alien IV movie hype kicks later this year. Be wise, buy yours now before they become as collectable as the first edition.

**Titan Books  
OUT: 18th October**

## ALIENS VS SUPERMAN

DC Comics' favourite caped crimefighter, Superman is yet another of these strange Aliens Versus... tie-ins, and this time it's the entire planet that's under threat from the xenomorph beasts. An alien probe has crash landed and is attempting communication by using Superman's other tongue, Krypton. As Superman starts getting all misty-eyed about the life he never lived back on Krypton, the alien visitors are hatching a more devious plan inside the probe. So what happens? Well, you'll have to go out and get yourself a copy if you really want to know, all I can say is that considering the story comes from acclaimed writer Dan Jurgens and regular Aliens artist Kevin Nowlan - who, incidentally, won the 1996 Harvey Award for Best Inker for his contributions to this book - you're gonna have fun flicking through this manic tale pitting the world's ultimate hero against the deadliest species ever. £9.99 is all it'll cost you to find out whether Superman can save the world - again, and it's a tale that's well worth the coin if you ask me.

**Titan Books  
OUT: Now!**

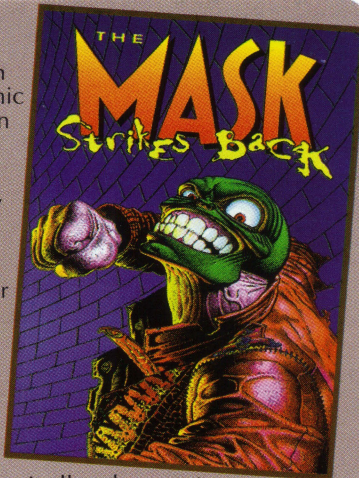




# fe!

## THE MASK STRIKES BACK

You've seen the movie by now, hell you might even have read one of the wildly more entertaining graphic novels by now too, so to continue in that trend Titan have released this amazing Mask collection and guess what? Yep, celebrate - it's totally Jim Carrey free! Since the end of the hilarious preceding novel, *The Mask Returns*, old Big Hed has been avoiding the police like crazy. Now the Mask has fallen into the hands of four teenagers who know it's powers and all four are anxious to try it on and live out their dreams... and they do. Whilst all that mayhem is going on, there's the small matter of the police getting closer and closer to their big green villain, plus there's the rather large matter of an oversized gangster, Walter, escaping capture and hunting down the Mask for his own personal gain. This book is amazing. Whoever's making the next Mask movie for 1997 should stop what they're doing, scrap it all and convert this side-splitting action adventure to the silver screen instead. Oh, and leave Jim Carrey out of it too. The MASK Strikes Back is in every way excellent, and definitely worth ten quid of anyone's money. As long as its not mine because I get them free!



Titan Books  
OUT: 12th September

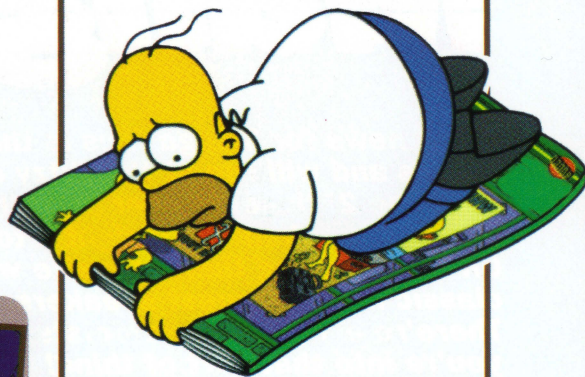


## BATMAN: CONTAGION

An evil and deadly plague is sweeping Gotham, and as usual, Bruce Wayne and his band of merry crimefighters must save the city from certain extinction! Allegedly the most important Batman storyline since the Knightfall trilogy, Contagion features the artistic talents and hard hitting scripts of Doug Moench, Dennis O'Neil, Kelley Jones, Garth Ennis and Alan Grant - so you know from that line up, Contagion is the business! DC characters Robin, Nightwing, Azrael, Huntress, Poison Ivy and Catwoman all make appearances in the plot as Gotham slowly starts to die and even the boy wonder finds himself in the sick bed. Will Batman save the day? Is there a cure? Or is Gotham heading for an early grave? All will be revealed at a bookstore near you - now!

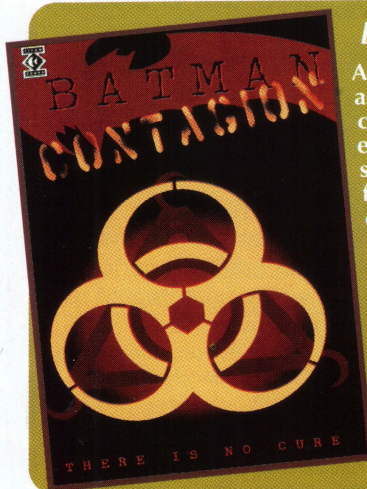
Titan Books  
OUT: Now!

## THE SIMPSONS COMICS: SIMPS-O-RAMA



Although they're all poised to pounce onto BBC later this year, Matt Groening's dysfunctional family are currently storming your bookshop with this monster collection of *The Simpsons Comics*. For just £6.99 you can get hold of four extended comic strip stories from the immensely popular series. *Fallen Flanders*, *Survival Of The Fattest*, *Give Me Merchandising Or Give Me Death!* and *To Heir Is Homer* are the four episodes in question, and each one is a top laugh riot - in certain places these comics can be even funnier than the cartoon show - especially when beer-loving Homer mysteriously inherits a brewery. An excellent collection of the most amusing cartoon characters ever. Top stuff.

Titan Books  
OUT: Now!





# Manga Compo

**Great news for Manga fans is that Tenji: The Manga Exhibition is hitting these shores and will run at the Ritzy cinema in Brixton's Coldharbour Lane from the 27th september until the 4th October and will provide the most comprehensive insight into Manga and Anime yet seen in the UK so get along there. On site will be original cell animation from classic movies, guest speakers, storyboards and loads more. There're even anime tatooists there if you're into that sort of thing!**

This month we're giving away one of the ongoing Castle of Cagliostro series of comedy adventures. Created by the legendary Monkey Punch team and brought to you courtesy of the famous Hayao Miyazaki (well, he's famous in Japan), Goodbye Lady Liberty is apparently the third in the Castle of Cagliostro series which have been appearing recently.

It features the continuing adventures of Wolf, a modern day Robin Hood with a liking for James Bond-esque gadgets. It's again more along the comedy lines (hence the PG certificate) rather than the usual brand of Manga ultra violence and provides a refreshing change for even the most die hard fan.

Anyway, we've got a whopping great fifteen copies which are just taking up space in the office and, to be honest we want to get shut of them. So just answer the ridiculous questions and take them off our hands!

## Questions

1. We've never watched this, so we:  
a) know very little about it  
b) are able to opine confidently on the subject

2. The hero of the film is called:  
a) Wolf  
b) Alan Ball

Name(Mr/Mrs/Ms) .....

Address: .....

.....

Postcode .....

Daytime Tel: .....

Now send your entry to Manga Competition, Amiga Action, IDG Media, FREEPOST (SK3038), Macclesfield, Cheshire SK10 4NP.

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# ACTION REVIEW

## ROLE PLAYING



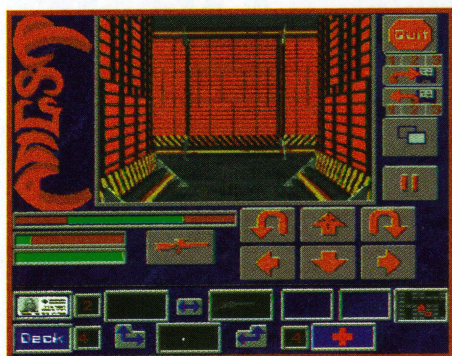
# Angst

Standing somewhere between Doom and Jurassic Park, Angst is an oddity you may not want to miss. **ANDY SHARP** weighs up the pros and cons of this 3D science fiction fantasy

Imagine yourself locked into your own space hell, totally alone apart from the numerous beads of sweat which are rolling down your face in anticipation of the impending danger ahead. Armed with a

reasonably poor firearm, the odds are stacked against you. It's gonna be a rough day.

Whilst Angst isn't exactly a thrill a minute blast'em-up, the game does involve a certain amount of tension. The programming team are big fans of the Alien movies, and it's no surprise to learn that these films have a major influence on the way the game looks

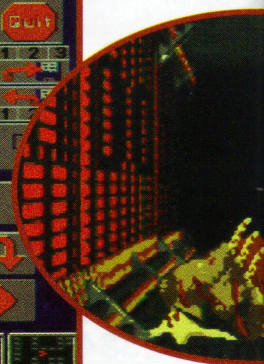
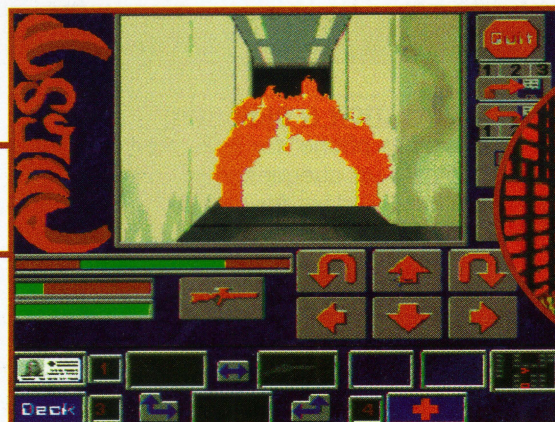
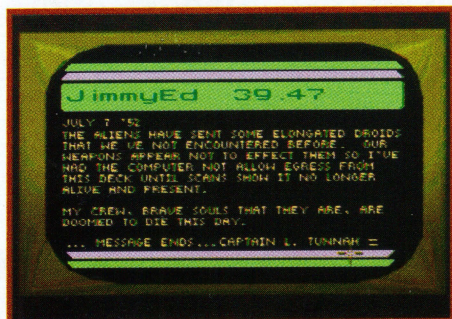


Coming to you all the way from Canada, a country not exactly renowned for its Amiga games, Angst looks to be quite an accomplishment. The game is set on board an abandoned cargo freighter, and you are charged with the task of successfully clearing each floor of the vessel from vicious nasties, searingly hot flames and a whole host of different space type things!

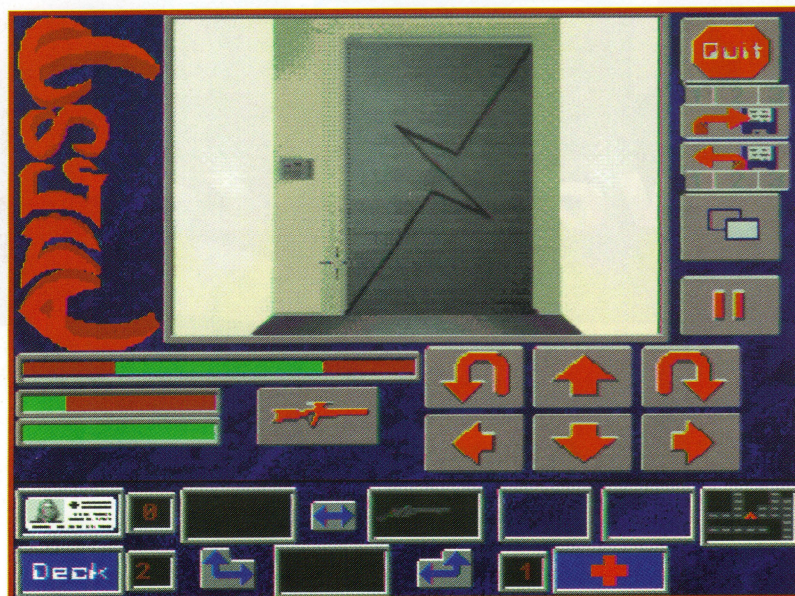
This deck is home to several slobbering aliens

These flames need dousing, but where is the switch?

A sob story from the dead captain. Boo hoo, poor love etc...







Try each door and hope that they aren't security sealed

and feels. The fact that there isn't too much battling with aliens to get your teeth into doesn't make Angst a poor game. It may sound a little bland, but the puzzle elements make this a much larger challenge than it seems at first.

There are plenty of interconnected corridors and rooms to explore, and if you don't have your thinking cap on you may well find yourself having to go back on yourself to locate weapons, computer terminals or access cards for doors.

Before beginning the game you can configure the game controls to your own specific requirements. You can choose to walk quickly or slowly, and switch the details and/or sound effects on or off. Note that it is best to leave the effects on, and if you put the sound through your stereo it is possible to hear exactly which direction the alien creatures or droids are coming from.

The game itself comes on about six thousand disks, so if your machine has the capabilities it is wise to install it to the hard drive. Luckily, for a game of this kind, the controls are unbelievably simple. Using either a mouse or joystick, you will be amazed at the responsiveness of the controls.

It is also possible to use the keyboard, but in my opinion it is best to stick to the mouse. The only slightly weird thing is the 180 degree turn option which allows you to spin either clockwise or anti-clockwise. Surely only one of these was needed, but then again, it does keep the control panel looking

symmetrical. As you explore each floor of the space ship you will come across a number of locked doors, some of which you will be able to open with a click of the mouse button, and others which will require a certain security card before they are willing to give up their secrets.

There are a number of computer terminals scattered about, and if you choose to access them you will be given the opportunity to see exactly what's ahead on the current floor. These terminals also play a major part in the puzzle element of Angst. For instance, Floor Two's terminal has a fire sprinkler system switch, which will have to be switched on to combat a fiery problem on one of the later levels. A small clue.

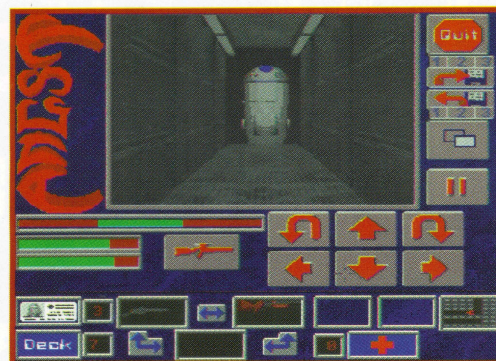
### Squelch!

Initially things don't seem to be too difficult, but as you progress the puzzles become more perplexing and some of the aliens are invincible. This is where things really begin hotting up. Fortunately there's a save game option which can be called up at any point in the proceedings, so you don't have to plough through any old ground to reach the same point again.

Although your weapon is rather pathetic to begin with, you can upgrade a couple of times until you are carrying a pretty awesome laser. The bad news? You have to find the upgrades first.

With aliens being the vicious bloodthirsty beasts that they are, it is highly likely that after some battles you will be desperately in need of some first aid. So, sure enough, there are a few handy straps and bandages lying around.

All in all Angst is a pretty fine effort. Some of the in-game animations aren't too impressive and it's certainly no action-fest, but it really does have a creepy feel to it. This positive point is further compounded by the intro animations, which look fine, and the impressive sound effects which are second to none.



This robot thing is invincible

A rather bloody terminated alien



## THE LOW-DOWN

**PUBLISHER** Rave Software  
**CONTACT** 0101 403 245 9739  
**HD INSTALLABLE** Indeedly  
**PRICE** £24.95

<b>GRAPHICS</b>	80%
<b>SOUND</b>	92%
<b>PLAYABILITY</b>	87%
<b>DIFFICULTY</b>	Variable

**A**lthough it takes a little while to immerse yourself fully in the challenge, you can't help but feel the eerie chill throughout the ship. Sometimes it will seem like ages before you come across anything worthwhile, but it's worth it in the long run. The lack of any kind of background tune throughout the game leaves you listening out for a whole host of tiny sounds around you, and I personally think that this adds a great deal to the atmosphere. Okay, some of the monsters move way too clumsily, but its playability and overall look make this a fine effort.

**REVIEWED BY ANDY**

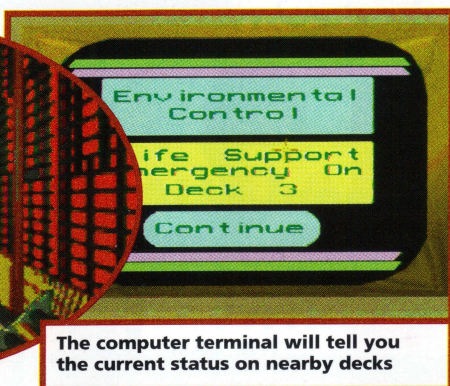
### SECOND OPINION

**A**ngst is up against it from the off with the advent of Breed 3D just around the corner, so to be honest I didn't get too excited about its. That's not that Angst is bad, it's just not overly spectacular, and, without wishing to sound harsh, a little bit boring.

**OPINION BY STEVE**

### OVERALL SCORE

80%



The computer terminal will tell you the current status on nearby decks



# AA's Word To The Wise Extravaganza!

Here it is! This is your one stop guide to a better life via our celebrity advice bureau - Word To The Wise! Listen carefully to their wisdom and start living your life to the full straight away! It's so easy!



**SURPRISE, SURPRISE!**

**WHOWO!**  
NOTHING. NOTHING  
AT ALL.

I LOVE IT  
WHEN A PLAN  
COMES TOGETHER



24899.073



I OWE YOU  
NOTHING



**A**THANKYOU  
VERYMUCH!  
**A** HUH HUH



**THE ONLY  
WAY IS UP**  
OOH IT IS



**HELLO, LITTLE  
OLD LADY**



**DURIN' THE  
WAR...**



**YOU  
PERLONKA!**



**I'M ALL  
SHOOK UP**

**DOUBLE CHEESE  
BURGER WITH FRIES AND A  
STRAWBERRY SHAKE  
PLEASE - AHUH HUH**



**YEAH, RAT  
FANS! RUN  
VT!**



**GIVE OVER, I'M  
MAD FOR IT ME!  
OOH I AM**

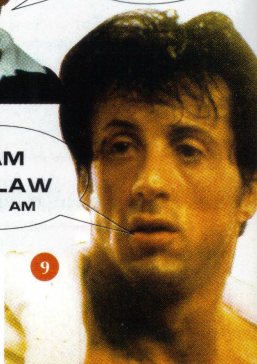
## Your celeb guide to who's who:

- 1) Yazz
- 2) Elvis
- 3) Chorlton out of Chorlton & the Wheelies
- 4) Matt out of Bros
- 5) Cilla Black
- 6) Carol Vorderman
- 7) Roland Rat
- 8) Kevin (Sandra's son)
- 9) Sylvester Stallone
- 10) Uncle Albert
- 11) Del Boy
- 12) Jack Duckworth



**WHERE'S  
ME MAM?**

**I AM  
THE LAW**  
OOH I AM





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**STOP PLAYING GAMES + START DOING BUSINESS**





# Giving The Gam

Daze and Impressions have hit the top of the league with this quality football management simulation. USM received a whopping 92% when reviewed last month, and seeing as how thousands of you will buy it, we thought we'd give you a few tips

do turn up will spend increasingly obscene amounts of dosh on your merchandise, thereby increasing your profits.

Spread your outlets evenly around your ground, but don't build near a stand where there is little or no capacity. For the greatest income, put the best outlets near the highest capacity stands.

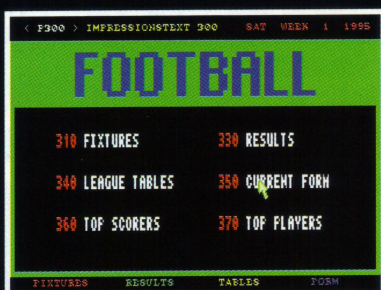
Keep ticket prices fairly low for friendlies, and inflate them for cup games against clubs in higher divisions.

Remember to plan your improvements so that you have an all-seater stadium by the time you reach Division One. If you still have terraces and you get promoted from Division Two, the FA will condemn the offending stand.

If you want to optimise your advertising revenue, sort it out yourself, as your Assistant Manager doesn't take much care over getting the best deals.

Remember to increase your ticket and merchandise prices at least once a year. You should be able to get away with putting them up by as much as 10%.

If you are managing Manchester



## Staying on top of your finances

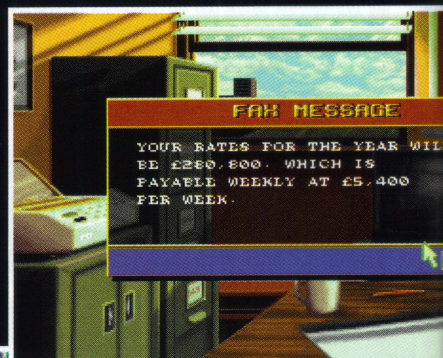
**S**tart the game with five million pounds – it makes life a whole lot easier.

Make good use of the first two weeks of friendly games. Use this time to improve your stadium (without losing capacity crowds), and generate some gate money to offset against players' wages.

Make your ground improvements as soon as possible. If you wait around, inflation will push up building costs as the seasons pass.

Build the biggest merchandise and food outlets you can afford. You will make much more money from the extra ranges these units sell.

If you are suffering from crummy attendances and your gate receipts are looking dismal, try this tactic: Build yourself a 10,000 seater stand and give away 6,000 or so tickets. You won't get any extra gate money, but those who





United you can increase your ticket prices at least fifteen times a season and launch thousands of new strips each week too.

## Managing your team

The first tip is to make sure you keep your chairman happy. If his opinion of you falls below the 10% rating you will be sacked on the spot. Furthermore, if your job security (an average of the Chairman's, Players', Fans' and Bank's ratings), falls below 20%, you will also be fired.

When selecting your team and formation take the Assistant Manager's advice. It isn't always perfect but it is generally correct.

Don't neglect training – it is vital for a successful team. Increase your current coaches wages to keep them happy and effective, and you'll also start attracting higher rated employees. A superb coach will be three times more effective than an average coach, so keep a look out for the better ones.

Buy youth players and train them up. Don't be put off by their low skill ratings, youth players improve much quicker than older ones, even without training.

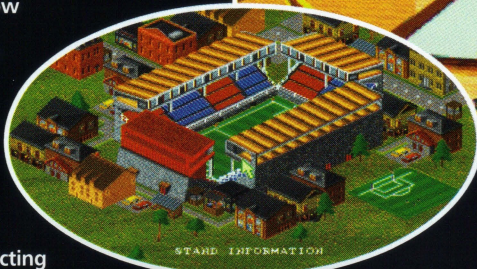
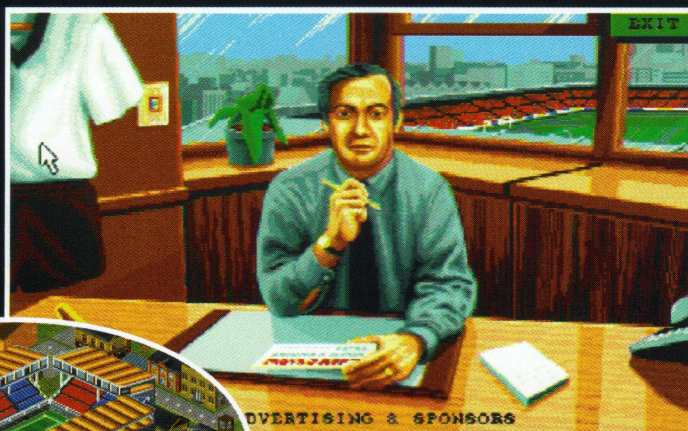
Try to avoid getting "instant results". You stand a much better chance of winning matches if you watch the action and respond to it by giving instructions to your players.

If a player performs badly during a match, it may not be his fault! Be careful not to put players in ineffective positions where they don't get much action. Look at the formation your opponent is using and adjust yours accordingly.

During a match, if the opposition have a particularly dangerous striker, use more than one of your defenders to "man to man" mark him out of the game.

Fans don't like watching long-ball games. Overuse of this tactic may result in falling attendance figures.

If you want to buy a quality player from a higher division but keep finding that none of them are willing to drop down to your level, go for the older ones (mostly over 33). These players are in the twilight of their careers and are willing to go anywhere as long as



the money is right.

Try to stay in the cups as long as possible. You receive half the gate receipts for the one-leg rounds, including the finals, which generate loads of money.

Go to the bank and get as big a loan as possible, then invest in the best goalkeeper and striker you can afford. To get the best players on the transfer market you will have to offer big money.

You can also sign players who aren't on the transfer market, but clubs are generally reluctant to release them.

Rotate your squad as much as possible to increase your players' experience. If a player is left on the bench too long he will become demotivated and will perform badly when selected.

## Playing it dirty, and getting away with it

At the very start of the game the computer determines that 20% of the clubs will be corruptible. For the entire duration of the game the other 80% will never accept a bung or rig offer.

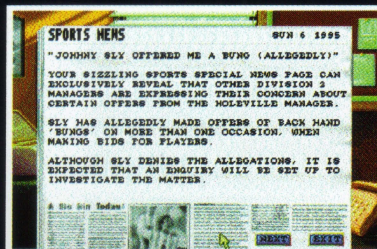
## Getting caught

Each time you make an unsuccessful corrupt offer, or bet against your own team, there is a 50% chance of you being spotted. You must be spotted twice to get your first warning.

This will come in the form of a newspaper report immediately after the next match.

Every week you stand a 5% chance that your first indiscretion will be completely forgotten. Being caught a third time will result in a second, official warning against your behaviour. If you are spotted a fourth time you will be sacked on the spot!

Bear in mind that the value



of your palm-greasing money is subject to inflation – at around 5% a season.

NB: The computer uses several different formulas to calculate whether or not any of the 20% of clubs randomly designated as being corruptible will accept your dubious offer. Formulae are based on the size of the club, their position in the league table, the number of players, the monetary value of your offer, plus a random variable.

## Cheat Mode

If it's still all too much for you, there is a cheat mode tucked away. When asked for your name at the start of a game, enter MAKE BELIEVE. Then at any time (except during a match) press + to get an extra £100,000 in your bank account.

Using MAKE BELIEVE the following keys can be pressed during a match to affect the result:

- G = Gives a goal attributed to the person who last passed the ball
- E = Takes the game straight into a penalty shoot-out
- F = Gives away a foul
- Esc = Immediately quits the current half leaving the score as it stands
- 1 = Ends the match instantly with a 1-0 result
- 2 = Ends the match instantly with a 2-0 result
- 3 = Ends the match instantly with a 3-0 result
- 4 = Ends the match instantly with a 0-1 result
- 5 = Ends the match instantly with a 0-2 result
- 6 = Ends the match instantly with a 0-3 result.





Having trouble with Gametek's vampire infested, 90% rated adventure? Well fret no more, for we have a solution to sort you out

## Tackett's Lab

A) Get important plans.  
B) Put the 4Mb chips in your decking unit. To do this, pick up chip with left mouse button. Move the chip to the top of the screen and click on Matrix Type square, then click on the decking unit. Put the 4Mb chip over the 1Mb chip and click with the right mouse button. You will then have replaced the chip. Go back to the main screen and drop the 1Mb chip.

## Houston Matrix Rovers

A) Get a patch cord.  
B) Talk to Larry Owen.

## Abyss

A) Talk to Rymma Liz.  
B) Choose four characters to join your crew (including Rymma).

## Metropolitan Museum of Art

Talk to Montgomery Taylor. He will give you an invitation to the Hellfire Club if you answer NO to his first question.

## Central Park

A) Talk to Kimba West.  
B) Talk to Sander Tomalin. You have to talk to him twice in order to give him the implant plans. He will give you a lockpick database, Smaria Soulbox and a 4Mb chip. Put the soulbox into your decking unit.  
C) Talk to Mother Mary on the second Central Park screen.

## Café Voltaire

A) Talk to Oscar Nandez (second screen).  
B) Talk to Lenora Major.

## C-Space

Go to 'Medium' well.

## Kafka Conspiracy

Talk to Coover Tristan.

## Electric Anarchy

A) Talk to Phree Thought.  
B) Talk to Nai Hillstick.  
C) Talk to Chuck.  
D) Talk to Phracktle K Oss.  
E) Talk to Auntie Matter.  
F) Talk to Garrick Fizz and get him to join.

## Autonomy Dogs

A) Talk to Wild Child.  
B) Talk to Sabaccatus St. Aubens.

## Hard Metals

Talk to Tempered Steele.

## St. Patrick's

A) Talk to Mother Mary.  
B) Talk to Bother Complicitus. You will need to talk to them both twice to complete the conversations.

## Hellfire Club

A) Talk to George Yatchisin.  
B) Talk to Renfield.

## Hardarm Tacktick

A) Buy Lockpick casing and diagnostic unit.  
B) Assemble electronic lockpicks.

## TransTechnicals

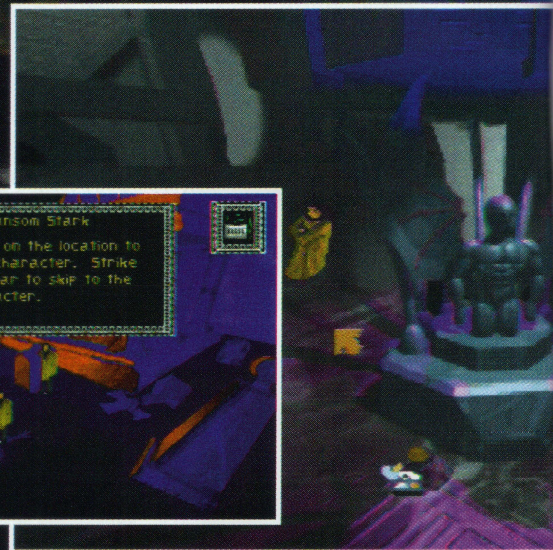
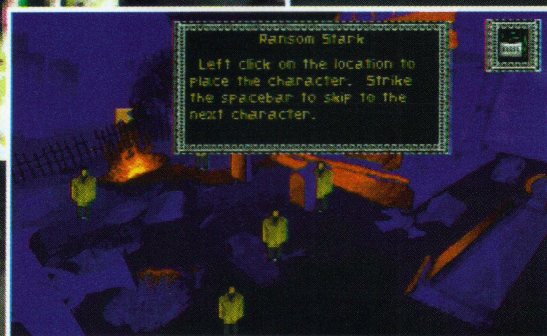
A) Security:  
Kill Chief Daryl Paine  
Get TTCloak from Paine  
Search area and pick up all items.  
B) Emily Esaki:  
Search Area  
Get Pin.  
C) Bill Dougan:  
Talk to Bill Dougan.  
D) Nanotech:  
Search area and pick up all items  
Use electronic lockpicks on the locked store room door  
Search store room and pick up all items.

## Lazlo Green

(Examine Crackdown lists to open)  
A) Search Area.  
B) Pick up gas mask.

## Electric Anarchy

A) Talk to Phree Thought.  
B) Give her a Dragon Soul Box and say YES when she asks.  
C) She will give you a Sonoma Vapour.





## Icon Pirates

- A) Put the gas mask on a character.
- B) Use Sonoma Vapour with character.
- C) Search area.
- D) Get Holocam and both films of holofilm.

## Doom Pilots

- Talk to Ghost Walker

## Madam Mescal

- A) Buy Instpiment.
- B) Use Instpiment on yourself.

## Cloisters

- A) Sabastan's room and get beads.
- B) Weapons room. Solve mirror puzzle by filming yourself with the holocam then play the recording near the mirror. Search area and get all the soulblades and stakes.

## Café Voltaire

- Place beads next to Cyril Thorpe.

## C-Space

- A) Go to 'Medium' well.
- B) Talk to Cyril Thorpe.

## Cloisters

- A) Sabastan's room. Talk to Sabastan who will bless the blades.

## C-Space

- A) Goto f.a.t.s.
- B) Talk to Melissa Van Helsing.

## Le Phood

- Talk to Melissa Van Helsing and have her join you.

## General Hints

To pick up objects, click on them with the left mouse button. To put objects in Stark's inventory, click on them with the left mouse button and then move the items to the bottom left hand corner (very edge of screen), and click with the left mouse button. Stark's face will appear. Double click on Stark's face with the right mouse button and place the item in one of the empty slots before pressing the right mouse button.



## Hellfire Club

- Talk to Alexander Tennent.

## Van Helsing's Apartment

- A) Kill all vampires.
- B) Enter second room.
- C) Search area.
- D) Pick up signal scrambler.

## Grant's Tomb

- A) Kill everybody.
- B) Get green pendant.
- C) Free Alexander Tennent.

## Electric Anarchy

- A) Have Chuck join you.
- B) Disassemble green pendant.
- C) Put Emerald Looker Chip into the decking unit.
- D) Put Tackett's Essence into the decking unit.

## C-Space

- A) Go to f.a.t.s.
- B) Talk to Tackett Cybervision.
- C) Go to 'Kansas' well.
- D) Talk to Sally who will give you the real Incubus.

## St. Patrick's

- A) Dismiss Chuck.
- B) Talk to Mother Mary and get her to join you.

## Transtech (1122)

- A) Kill everyone and shoot the incubator to kill Van Helsing.
- B) Talk to Dr John Harker.

## C-Space

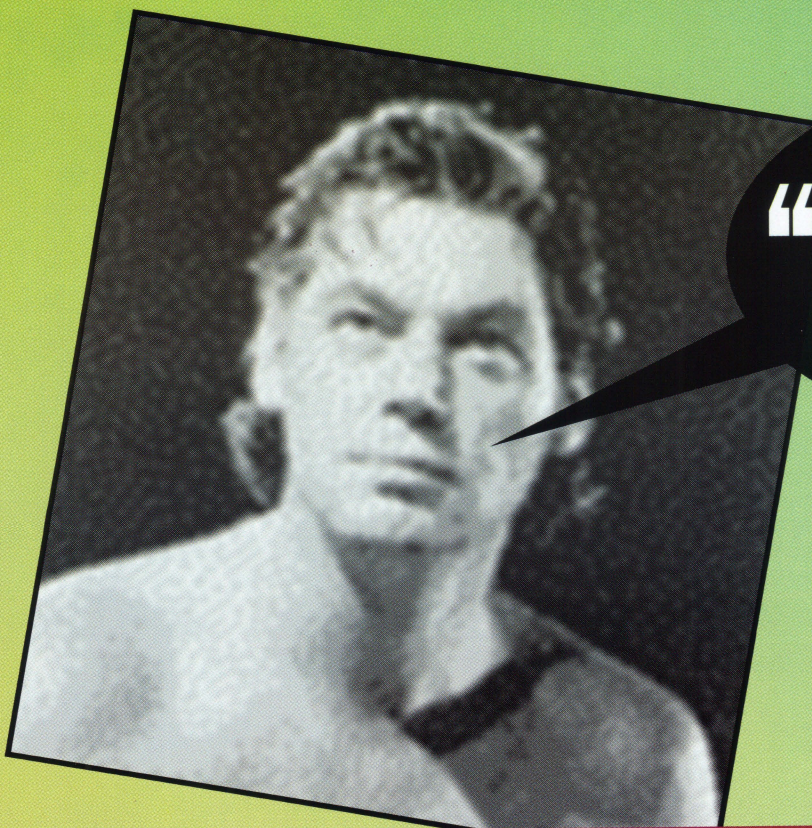
- Enter 'Elizabeth' well

## Game Ending

- Don't panic, you're almost there. Carry out these last few instructions and it's all over.
- A) Fight Dracula Images – six in total.
- B) Fight and kill the real Dracula.
- C) End of game!







**“Umgawa!”**

Haweeeeawweeeaaawwwheeeeeaaawww! Me Tarzan, you reader. Me live in treehouse on plateau. Hunters come! Cheetah, go warn Jane and Boy. Me stay here, talk to readers about Beneath a Steel Sky and King's Quest VI. Umgawa! Umgawa!

## **Beneath a Steel Sky** **(Third and final part)**

Go through the narrow passage. Go right. Follow the diagonal track. Right again. Now put the light bulb in the socket on the left side of the hole. Make sure you don't get in front of the hole or a monster will get you. Go right. Right again. You might want to slow the game down again. Run down the tunnel or the ceiling will fall on you. Use the metal bar on the plaster above the swelling in the vein. Use the bar on the bricks you just exposed. Pick up the brick. Use the metal bar on the swelling, then hit the bar with the brick. Pull the bar out again.

Go through the door when the repair robot comes. Go through the door in the center of the screen. Use the control unit to decrease the temperature. Pull the metal bar in the ceiling before the cover opens again. Go back upstairs. Go to the right. Go through the door. Put Joey's circuit board in the slot in the back of the medical robot. Have a complete conversation. Exit through the lower left door. Go to the left. Look through the grill on the wall. Tell Joey to check out the tank room. You can watch him through the grill. Wait for Joey to come back. Talk to Joey until you can tell him to open the tap on the nutrient tank. You can watch him through the grill again. Once he opens the tap, go to the right, through the door, and through the upper left door. The android will fall through the grate.

Exit to the upper right. Go through the door to the upper right. Use your id card in the terminal to open the access door. Leave

the room. Search the corpse and take Joey's board. Go back through the upper right door. Use the red link card to access the interface. Go right, blind the eye and go up. Use the divine wrath to knock out the crusader. Disconnect. Use Anita's card to access the interface. Go back to where the crusader was and go right. Use the oscillator to break the crystal. Pick up the helix and disconnect. Exit the room. Go through the lower right door. Use Anita's card on the console.

Use the tongs (next to the right door) to get a piece of tissue out of the rectangular huge tank. Quickly, use the tongs on the frozen huge tank. You should end up with a piece of frozen tissue. Exit to the right. Open the cabinet under the console for the middle android. Put Joey's board in the cabinet. Use the console to download the character data. Run the startup program. Have a complete conversation. Go to the right. Tell Ken to put his hand on the sensor. Put your hand on the other sensor at the same time. Joey will get stuck. Go through the door. Go to the right. Tie the cable to the pipe support. Go down the rungs. Use the tongs on the orifice. Grab the cable. When your father falls out of the chair you will regain control for a short time. Tell Ken to sit in the chair.

At last, it's over!

## **King's Quest VI** **(First part)**

As our adventure begins, Alexander finds himself on the coast of an island. He looks and sees his signet ring in the sand, as well

as a prominent plank from his ship. He picks up the ring and then moves the plank, revealing a chest. He opens the chest and finds a coin, which he takes. Then he closes the chest and covers it again with the plank.

As Alexander travels inland, he notices a castle in the distance. He goes to the guards at the gate and asks them where he is. They answer that he is in the land of the Green Isles. He then asks to be allowed to see Cassima, and shows them his ring. Saladin, the captain of the canine guard, ushers him into the presence of the vizier and his page (note the flash of gold in the page's eyes). The vizier tells him to leave the island, that Cassima is in seclusion mourning for her recently deceased parents, and that she desires to marry the vizier.

Alexander walks back to the village. He enters the pawn shop and talks to the owner. He then gives his coin to the owner, who gives him his choice of a paintbrush, a mechanical nightingale, a flute, or a tinder box. Alexander takes the nightingale, and then leaves the store.

Going next door to the book shop, Alexander talks to the owner about the Green Isles. The owner refers him to the ferry pilot, who can answer more of his questions about the Isles. He then points to the book of magic on the counter. The owner replies that Alexander must bring him another rare book to exchange for it. Alexander notices the poetry section of the store on the right side of the wall of books, and reads a book of love poetry. As he

**Cel**  
**from**  
**Beyo**



# Celebrity Guides Beyond The Grave

In a bid to get away from the saucy, double-entendre-filled humour of the seventies sitcom, this month's decomposing relic from the past has been exhumed from a grave in a land far, far away. Prepare to meet the king of Pidgin English, Old Loincloth himself... yes, it's Johnny Weissmuller!

returns it to the shelf, the page he was reading falls out. When he reaches to pick it up, the owner says he may keep that page. Alexander then looks at the book table by the door and takes the last free book, which, when he reads it, turns out to

be very boring.

Alexander leaves the book shop and goes to the docks, where he sees a boy inviting him to go for a swim. Alexander notices the golden glint in the boy's eyes, and decides not to risk certain death in the sea. He knocks on the door of the ferry and talks to the ferryman, who tells Alexander

about the Isles and about the magic map that the pawn shop owner has. Alexander points to the ferryman's rabbit's foot, which the ferryman lets him keep.

Alexander then returns to the pawn shop and asks the owner about the magic map. Alexander trades his ring for the map and takes a mint from the jar on the counter.

Alexander then returns to the forest, stopping by the bird to play the mechanical nightingale. He then returns to the village in time to see the pawn shop owner dumping some old 'junk' in the jar outside his door. Alexander searches through the junk and finds an apparently empty bottle that interests him. He then goes to the beach and uses the magic map to take him to the Isle of the Sacred Mountain, where he picks up a black feather and a stench flower. He uses the magic map to go to the Isle of Wonder.

Tarzan finished now. He is hungry. Go back to treehouse. Jane cook rhinosceros stew for Tarzan. Very tasty. Very horny. Stew not bad either. Umgawa! Umgawa!



● Check out next month's Amiga Action for more 'celebrity guides from beyond the grave'. Which lucky star of the past will find their spiritual slumber disturbed in a bid to bring you the next part of the King's Quest VI solution and more besides? Ooh, the excitement's almost unbearable...



# Swap Shop

When selling stuff through Swap Shop (and it doesn't have to be games – washing machines, cars, stolen cigarettes... anything goes) you can of course ask for whatever cash you like. Your chances of a response are better, however, if you keep your expectations realistic. This is the Amiga Action rough pricing guide, using 'example bundles' and assuming that everything is in good condition and machines come with a mouse/joystick.

Buyers – if the prices of the ads tally with these examples then you aren't getting ripped off. Probably.

A500 1 meg – £80  
 CD32 – £80  
 A500+/600 – £100  
 A1200 – £150  
 CD32 with 25 games – £180  
 A600, external drive with 50 games – £200  
 A1200, 40mb hard drive, external drive & 50 games – £300  
 5,000 Benson & Hedges low tar Superkings in slightly damaged boxes with no questions asked – £250

For sale: Amiga 1200 built in 170 MB Hard drive 9 months old in perfect condition. Star LC 100 colour printer 10845 colour monitor. 3.5" external disk drive. Plus original games and other stuff. £700 the lot or sold separately. Phone Jim Howse on 01427 668195.

**Swap or sell Nick Faldo Golf, Arabian Knights, Kick Off 2, Bubba N Stix, Dizzy, Prince Of Yolk Folk, Magicland £6 each, Zool £9, Populous £7 or swap for Goblins 2/3, Valhalla 1/2, Theme Park, Flashback, Reunion. Phone Tim Downing on 01286 674934.**

Wanted. Old adventures: Scapeghost, Guild Of Thieves, Lancelot, Conquests Of Camelot, Personal Nightmare, Search For The King, Murder In Venice, Corruption, Maddog Willows, Pro Tennis Tour 2, TV Sports, Basketball, Chronoquest 2, Deja Vu 2, The POWn, Fish, Jinxter, Gold Rush, Shadowgate, Uninvited. Will swap/buy. Bryan Carey, Lettera Headford, County Galway. Republic Of Ireland.

**Will swap 3 games for Sensible Soccer and 3 for Super Skid Marks. Games include Wrestlemania and Dungeon Master. Phone Matthew on 0121 706 4367.**

Will swap Zeewolf, Frontier & Theatre Of Death all for Dreamweb for the Amiga 500. Phone Matthew on 0121 788 8367.

**Wanted. Pirates game for Amiga 600 by Microprose. Urgent. Write to John Deane, 12 Kempe road, Enfield, Middx. EN1 4QW.**

Amiga 600 for sale with 24 pin colour printer and SWOS game £265. Includes 1.5 Meg RAM, TV for £80. Phone 0181 471 7126.

**Will swap four games for A600 which are Datastorm, Dungeon Quest Grand Monster Slam RUF Honda. All in good condition. All boxed. I would like Alien Breed in a box with manual. NOT Special Edition. Darren Brian Snowball, 168 Biddlestone Road, Heaton, Newcastle Upon Tyne. NE6 5SP. Phone 0191 265 3125.**

Amiga A1200 for sale. 1mb of RAM, 2 Speed King joysticks and Penpal Word Processing package. Only 3 years old. Hardly used. Only £150. Phone 0114 287 6504.

**Wanted for A600: Monkey 2 will pay £15 or swap for Cannon Fodder. Also wanted nice bird between 16 and 18. Does not have to have an Amiga. Write to: Richard, Aingarth, Mansfield Rd, Clowne, Chesterfield. S43 4DQ. Wanted: Quatro Collection games from Codemasters. Good price paid. Also RAC Rally wanted and Casino and Darts games. Phone Robbie on 0421 527670. Wanted: Championship Manager Italia. Reasonable price paid. Must be HD installable. Phone 01884 277562.**

Amiga penpals (preferably female) to swap games and views, photo if poss. PS Anybody want to buy an A500? Write: Jamie Hughes, 8 High Street, Dore, Sheffield. S17 3GU.

**Amiga A1200 boxed as new with Mb ram upgrade with option for MMU and FPU on ram board. Worth £540 sell for £170. Phone 01206 870932. Ask for Chris.**

Last chance. Amiga games must go! Just £40 for 13 great games includes Bloodnet, Valhalla,



Dreamweb, KQ5, EOB2, Ishar 3, Darkseed, Heimdall 2, Legend 2 plus more. Also mags & disks thrown in free. Buyer collects. No separate deals please. Call Elmina 0181 297 1033 evenings.

**Trying to master computing on a A600 but I have no user manual. Can anyone out there help please. Write: Norman Ray, 67 Stonedcliff Park, Welton, Lincs. LN2 3JT. Phone 01673 862679.**

A500+ over 300 games inc SWOS, Cannon Fodder 1+2 for A1200 with games. Must be with Theme Park, Monkey 2. Phone Craig on 0141 882 2243.

**Amiga contacs wanted to swap games and cheats. I own an Amiga 500. Send lists to Jorge Pena, Avda Paralelo 114, 5 2, Esc. DCHA.**

For me to sell my 500+ plus all my lovely games you will need to haggle from about £300. What will life be without them. I dread to think. Talk to me or my other machine on: 0181 550 6062.

**Amiga contacts wanted to swap PD. Send a list of your PD to swap. 100% reply. Write: 7 Nut Tree Close, East Huntspill, Nr. Highbridge, Somerset, TA9 3PN.**

For sale: Wing Commander £5, Speedball 2 £5, F-29 £5, Premier Manager 3 £12, SWOS £15. Wanted: Dune 2 or any football managing games. Call Orlando Gili on 0171 3511407.

**Badly wanted. An Amiga to play with on my TV. My Daddy cannot afford to buy me one and I have used Amiga before and like them. Please help me so that I can have fun and learn. Thank you. Alexis. Write to: Alexis Cashin, 11 Arthur Rd, St Albans, Herts.**











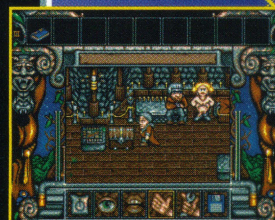
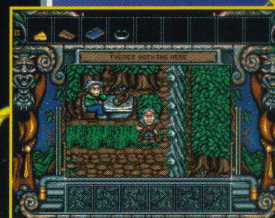
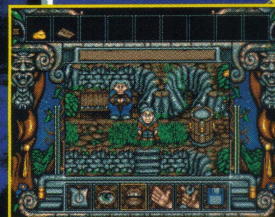
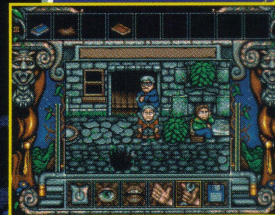
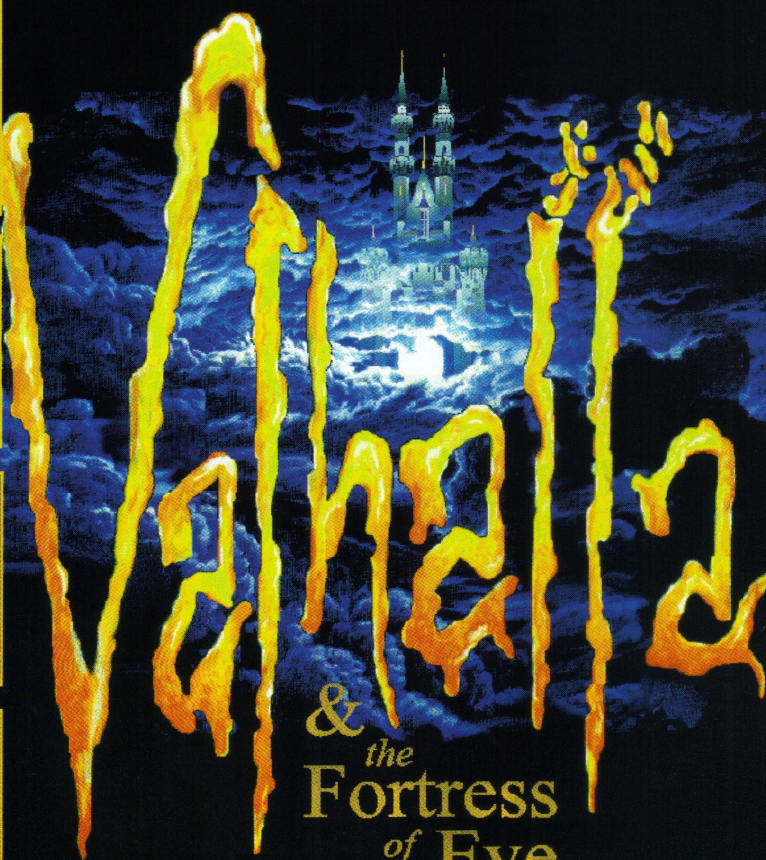
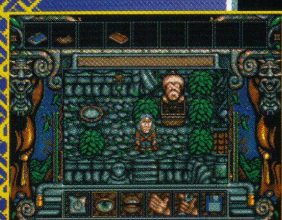
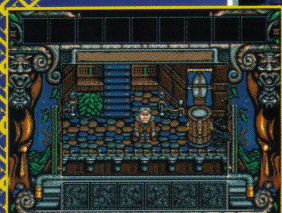
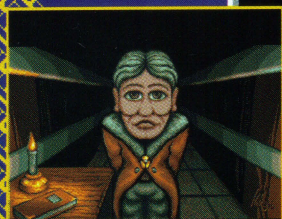






# THE MINI SERIES

Collectors Edition



**Too stingy to pay the measly asking price for this superb game? Well how do you fancy winning one? Who's going to give you such a chance in a lifetime? Who do you think! You don't deserve us you know. You really don't**

Right, no messing about here. You all know how good Valhalla is. You've all played the coverdisks, read the reviews and tore your hair out over the earlier games in the series, but Fortress of Eve is the best by some distance and we've got twenty copies to give away to our readers who can answer the oh so taxing question posed elsewhere on this page. We ran a similar competition a couple of months ago and the response was so phenomenal that we're doing it all again, this time with fifteen copies of the new Vulcan title Bograts (hopefully featured in this months news section if we remember to stick it in) thrown in for good measure! It all adds up to a fantastic prize worth hundreds of pounds! For those who don't know Valhalla 3 is perhaps the most taxing game in the series, and that's some claim! However, it never gets boring (even when you're stuck) and after all, help is only a phone call to Portsmouth away (between the hours of two and four in the afternoon of course!). We don't often say this about Amiga games these days, but this is a must have product and, being the kind souls that we are we'd hate to see anyone miss out. So get entering.



## Competition entry form

**Question 1:** Of the two creative genius' behind Vulcan Software, Paul and Lisa, which has just spent the last nine months or so being pregnant?

**Question 2:** On a scale of one to ten, how annoying is it for me to only be able to get hold of Vulcan between the hours of two and four when I inevitably forget?

Name(Mr/Mrs/Ms) .....

Address:.....

.....

Postcode.....

Daytime Tel:.....

Now send your entry to Valhalla Competition, Amiga Action, IDG Media, FREEPOST (8K3038), Macclesfield, Cheshire SK10 4NP.

☐ Please tick here if you do not wish to receive promotional material from other companies.



# The WEB Magazine

## Out Now



**With hundreds of new sites reviewed, 16 sections of columns and listings to read through and the most down-to-earth coverage of issues that effect the Net community today,** The Web Magazine is an essential buy for anybody who wants to get the most from their on-line time.

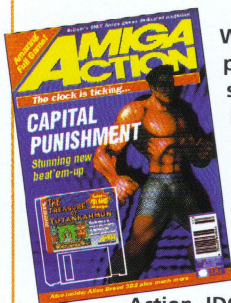


## Who's got the Power?

Shock Amiga news swept the gaming industry last month as Future Publishing's lead Amiga games magazine, Amiga Power finally closed its doors, left the building and vowed never to return. Yes, it's shut down. No more Amiga Power! No more Amiga games magazines anymore! Sniff! Sob! Hang on... what about us?!! Yes, we're still going after all that's happened! Wayhey! "Ain't no stopping us now... etc" Hoorah!



## Erm... not us!



We have some late stop press type news that's sure to sweep the AA 88 NEWSgaming industry this month and leave thousands crying into their beers and slashing wildly at their wrists with three inch floppies. Yes, Amiga Action, IDG Media's upfront and completely treat Amiga games mag is to close after the next issue. Yes, I know you're all shocked and gutted, but there is light at the end of the fudge tunnel. We're in fact not closing, but merging. Mmm, merging. Merging with our sister publication Amiga Computing to be precise, so after we get next month's mag out the door all AA responsibilities will go over to 'that' lot downstairs on the AC crew. Don't forget to buy next month's mag as it'll be a special collectors issue celebrating the end of an era in video game specialist press. Oh yes.

## Horrorfest!

Relaunched horror vids are great aren't they? You saw them all years ago and now they're back in your lives boasting wide screen limited editions and remastered this and that and making you curl up in a ball behind the sofa when you start watching the more gruesome bits - great. This month, our postbag's a'bulging due to MIA Video and all the re-released gear they've sent us. Horror is again the theme and not only do we give each and everyone of the videos the thumbs up, but we've got two sets of them to give away to you lot - as long as you're over 18 of course! Right, so what have we got then. Well Parasite is here, so is Fade To Black and Hellnight. Oh look, Piranha 2 has turned up

## New mag shocker!

Now that the Amiga market is all but buried, why not get rid of the crappy thing and invest in the future of video gaming instead? Yes, the Sony PlayStation is undoubtedly ream and thousands of gamers - just like you - already own one. To help you get through all this heavy chat of polygons and rendered sprites and to be frank, things that you've never encountered whilst playing your Amiga software, IDG Media - that's us by the way - have knocked up this super treat super new super duper new mag. It's called PlayStation Pro and it'll set you back around £2.95 and features everything you ever wanted to know about Sony's little grey box and all the top games you can play on it too. Look out for it in your local newsagents from the 17th of October. You won't regret it. Honest.

# PLAYSTATION PRO

and - gasp - Halloween: Wide Screen too! Late 70s horror at its best everyone of them, and now they can all be bought from all good video stockists starting from the low low price of £10.99, ranging to £12.99. All you have to do to stand a chance of winning a set for yourself is answer our tricky horror-related multiple choice teaser:

**Name the psycho out of Halloween.**

Was it

A) Michael Myers B) Jason Orange C) Roy Kinnear

Send your answers to the usual address and make sure you mark your envelope "I'M OVER 18 HONEST". Thank you and good night.

# AMIGA ACTION

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# Software Expressions

Established 1990



All disks are compatible with A500/A500+/A600/A1200, except (N) which indicates not compatible with 1200

## EDUCATIONAL

(N.B. This includes some games)

E023...	Electronic Train Set (1 meg)	Construct own train set
E033...	Education 1	Learn German
E043...	Learn and Play 1	Blackboard Maths etc.
E044...	Learn and Play 2	More for the under-10s
E061...	Pick up a Puzzle (2 disks)	Fit the pictures
E079...	Treasure Hunt	Great Kids game
E086...	Wraithed One	Fun quiz game
E180...	GCSE Maths	Syllabus taught disk
E185...	Astrology	Calculates positions of planets
E193...	Astronomy	A total concept disk
E234...	Colour The Alphabet	Educational spelling game
E271...	The Highway Code	All you need to know
E271...	Dinosaurs	Quiz on Dinosaurs
E298...	States of Europe	Information on this continent. Good
E299...	Communicate	Learn how to use sign language
E311...	The Internet	A guide to the Internet
E331...	Jigsaw (2 disks)	Match the Pieces into a Jigsaw
E335...	Wo's Its Name	Good tester for kids
E339...	Dunks DTP	Desktop publishing for kids
E350...	Barney the bear (2 disks)	Learn & meet animals
E411...	Wordplay	Lots of word puzzles
E423...	Spelltris	Tetris game with a spelling variant
E425...	Beginners Typing Disk	Speed up your keyboard skills
E431...	Revision Master	Create revision documents
E435...	Guide to Comms & Internet (2 disks)	Simplified explanation & help
E436...	Mr. Greedy on Computer	!
E450...	World War 2	An historical lesson
E542...	Q Whizz (not 1.3)	The X Files TV quiz

## BUSINESS SOFTWARE

B052...	Business cards (N)	Various icons and fonts. Good
B118...	Amiga Fox	Very popular spreadsheet
B134...	Amicash	Accounts management
B136...	Amibase Prof	Excellent database
B137...	800 Business letters	Ready to print
B138...	Edword	A quality text editor
B140...	Text Engine	Excellent word processor
B170...	BBase	Database complete with instructions
B323...	Ontform	Invoice maker
B330...	Easycalc	Excellent spreadsheet
B433...	Ultra Accounts (not 1.3)	A good Accounting package

## CREATIVE + GRAPHICS

C184...	Turbo Titrer	Video animation sub titler
C186...	S/Movie	Video text editor
C197...	Clip-art	Stars/Logos/Explosions etc.
C198...	Clip-art	Valentines and weddings
C206...	ABC Adventure Creator (N)	Create your own adventure games
C258...	Garden designer	Create your own garden excellent graphics
C263...	League Database	Easy-to-use football editor
C322...	Lion King (3 disks)	Ready to use IFF clipart pics
C389...	Turbocat (not 1.3)	Top quality catalogue

N.B. Clip-art is for use with D-Print etc.

## MISCELLANEOUS UTILITIES

M212...	Backtalk	Common causes/cures for backache!
M244...	Lookpic Y2.0	Uncover copy facilities
M269...	Easy Spell	Spell checker/helper
M299...	Tee to Green	Excellent golf-scorer
M310...	Personality Analysis	Type in answers to assess yourself
M311...	Cop the Lot Pro	Updated lottery helper

M332...	Virus Checker V6.5	New updated killer
M333...	Disk Repair Kit	Salvages damaged disks
M414...	Jokes Disks	1000s of jokes on 1 disk
M430...	Amiga Solutions	100s of game cheats
M432...	Remdate	Diary & calendar disk. Good
M439...	Lottery Syndicate	Checks up to 5000 tickets for winner!
M440...	Amiga Solutions 2	Includes Eye of the Beholder 2 maps
M441...	Spectrum Solutions	Specy hints and cheats
M446...	Pro-cheat	A d/base for game cheats

## ADVENTURE GAMES

Ad005...	All New Star Trek (2 drives, 2 disks)	USS Enterprise classic. Best one
Ad007...	American Star Trek (2 drives, 2 disks) (N)	Graphic adventure
Ad019...	Dungeon Delver (2 drives, 2 disks)	Difficult adventure quest
Ad065...	Pixie Kingdom (2 disks)	Tricky adventure game. Good
Ad222...	Neighbours Adventure	(2 discs) Bring Paul Robinson to court
Ad245...	Iron Clads (2 disks)	Graphic adventure
Ad326...	Wibble World Giddy	Really good platform game
Ad500...	The Devils Abode (not 1.3)	3D Horror Adventure
Ad561...	Emotional Conflict	A text adventure with puzzles

## ARCADE + PLATFORM

A010...	Breakout	Classic bat & ball game
A011...	Blizzard	Horizontal shoot-em-up. High quality
A063...	Pacman	The original classic
A157...	Quadrix	A simple puzzle game
A214...	Parachute Joust	Fight for parachute on descent. V. good
A243...	Tetren	Excellent Tetris clone
A247...	Quiz Master	Quiz which includes Editor
A255...	Amos Games	5 Games including Glassback
A327...	Tetris Pro	Tetris game with exceptional variants
A333...	Icerunner (N)	Recom. Brilliant platform game. 10 out of 10
A338...	Project Buzz Bar	Excellent asteroid type game
A340...	Depth Charge	Submarine game
A433...	Harry Haddock	Really good platform adventure
A434...	Amiga Boy	Console games on Amiga!
A443...	Nimble!	New. Addictive graphical platformer
A502...	Cyberman	3D Pacman game. Excellent
A503...	Chaneques (2 disks) (not 1.3)	Like Lemmings. Good
A504...	Rebellion	Asteroids shoot-em-up
A512...	Transplant	Good fun asteroids game
A529...	Egg Scramble	Mad but popular chicken runaround!
A541...	Amiga Phantom	New. Like Defender
A543...	Gorph	Galaxians and Space Invaders in one
A550...	Super Spaceballs	2 player Galactic breakout
A554...	Charlie & Cool	A limited commercial platformer
A558...	Jump em	A colourful platform game
A560...	Chicken Run	Similar to Frogger

## STRATEGY + WAR GAMES

Sim102...	Simulation 1 (1 meg)	Recommended. 5 games including Metro
Sim109...	Wheel of Fortune (N)	TV games computerized
Sim124...	Napoleonic Warfare	High-quality simulation
Sim143...	Card Shop	Well presented card games
Sim217...	Act of War	Excellent strategy game
Sim218...	Roulette	Casino Classic
Sim220...	Sub Attack (N)	Also landmine & bomber
Sim224...	Strategic Games	3 excellent games
Sim410...	Island	Excellent board-game. Build hotels & money
Sim415...	War (N)	Top-quality 8-bit strategy
Sim158...	Total War (N)	Risk type game
Sim428...	The Shepherd (not 1.3)	Populous clone
Sim444...	Ultimated Quiz	Pub-quiz clone
Sim505...	Scrabble	Board-game computerised
Sim528...	Battleships	Classic game. Also pub darts
Sim540...	Bingo	Professional bingo caller
Sim562...	Burger Bar	Manage a burger stall!
Sim565...	Coarse Angler (2 disks)	Go fishing

## SPORT

Sp170...	Amos Cricket (N)	'Owzat!
Sp263...	Soccer Cards	Simple league-based game
Sp299...	Top Of The League	Addictive football management game
Sp303...	Strikeball	Baseball-type action game
Sp307...	18th Hole (2 disks)	Excellent golfing game
Sp372...	Road To Hell	Well-produced racing game
Sp429...	A Day at the Races	Simple horse racing game
Sp530...	Sports Challenge (not 1.3)	Several events incl. diving & archery
Sp532...	Friday Night Pool (not 1.3)	Good pool game as reviewed here
Sp533...	Pokermania	Excellent simulator. Recommended
Sp551...	Radiant Games	Hover hockey
Sp563...	Ultimate manager	Footie management game. Good

## OTHER POPULAR TITLES

M459...	Spectrum Solutions Vol 2	M460...	Amiga Solutions Vol 3
C451...	Asterix Clip Art	C453...	Peanuts Clip Art
Sim064...	Chess	M084...	Pink Floyd: The Wall
C201...	Sport Clipart	C191...	Bearatrix Potter clipart
C128...	Viz comic clipart	C092...	Cartoon clipart
C112...	Slideshow maker	Sp062...	3D Pool
G400...	Fruit machine game (A1200)	E123...	IQ Tester
E016...	Biorythms chartmaker	M001...	Batdance remix (N)
C001...	Family tree generator	D201...	Rude noises!
Sim018...	Casino games (N)	M216...	Degradator to A500
M213...	500 Plus Emulator (A500)	D229...	Maria Whittaker
D075...	Girls of Sport slides	D294...	Swimsuit girls (A1200)
C160...	D-Print tutorial	E413...	Morse code tutor
M437...	Cl Utilities (not 1.3)	Sp557...	Superpix racing
D166...	Star Trek Anim	E312...	French Texter (A1200)
A309...	Smurfhunt (N)	Sp208...	Grand Prix sim (N)
Sp062...	3D Pool	Sim513...	Bridge Card Game
C447...	Desktop Music (not 1.3)	Sp556...	League champs speedway
M448...	Epson printer drivers	M449...	Citizen Print manager
M081...	Miami Vice Theme	A081...	Star Trek Quiz

## A1200/A4000 ONLY

U235...	Sleepless Nights	Compilation of A1200 utilities
U324...	Lottery Winner AGA	Helps you to win!
U399...	Graphic Workbench (2 disks) (HD)	Workbench icons to install
U422...	Balls AGA	Excellent lottery helper
U508...	Videotracker 2	AGA demo-creator
D285...	Fairlight	29 meg of graphics on one disk
D289...	State Of Art	Famous quality demo
D290...	Raving Mad Me	High quality music video
D291...	Lethal Exit	Stunning demo
D300...	Technotrack II	More rave music
D301...	Retina	Excellent Vector film demo
D305...	Tina Small	Slideshow of model
D315...	Minomist Rave	Great dance demo
D505...	Utopia	Slideshow for adults
E412...	Guide to WB3	Essential for beginners
G321...	AGA Klondike (3 disks)	Excellent patience card game
G322...	Giger Tetris	Tetris clone
G339...	AGA Megaball	Brilliant breakout game
G372...	Mad Fighter	2 player Street Fighter game
G414...	Motorola Invaders (2 disks)	Brilliant space invaders
G420...	Pssst AGA	Arcade AGA game
G442...	Excellent card games III	Restricted AGA version
G445...	AGA Donkey Kong	Re-hash of original. Good
G552...	Red Dwarf Quiz (2 disks)	500 questions and 3 difficulty levels
G556...	Numtris	A tetris game with numbers
G564...	Bratwurst	2 to 4 players blowing up one another!
M434...	Magic C64 (2meg)	A C64 emulator plus games

## Blank disks

5 for £1.99 10 for £3.75

## Mouse Mats

Deluxe Mouse Mats £2.50 each

## Catalogue disks

75p each

Details of over 4000 disks in our library updated regularly

## Please Note!

Prices are per disk not per program.  
e.g. AD019 is worth £1.90

Most of these titles come complete with instructions on disk.

## POSTAGE

UK orders : 75p  
Europe : £2.50  
World : £4.00

## PRICES

PD...95p per disk  
90p each for 15 to 24  
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75p each for 50 or more

## HOW TO ORDER

Enclose list of disk numbers along with your Cheque/Postal Order made payable to:

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